Unleashing the Numogram

Anders J. Aamodt

"There are certain people who will sneer at what I have to say but they do not matter. In fact, they do not really exist. But what I have to say is this: there are these mutants and they are now within the most powerful magickal orders and groups in the world today. They are slowly working to destroy utterly the old ways. They are making use of the most subtle methods of modern information science to achieve their ends. They are fearful of nothing, which means they only fear the powers of the Meon [noumena]. *They possess the disciplined mentality of the synchronistic robotic consciousness and nothing else. They have only one loyalty and they have only one sense of honor, and that is to Yuggoth* [Pluto/9] *and only to Yuggoth. And by means of their weird techniques of computer programming, they will win out over all their opposition because ultimately there is only one fundamental power and that too is Yuggoth."*

—Loc. Git., The Voudon Gnostic Workbook

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- The Numeral 4
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- System Notes
- Phase-4 Lemurs

Zone Five
- The Numeral 5
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- System Notes
- Phase-5 Lemurs

Zone Six
- The Numeral 6
- The Sixth Planet: Saturn
- System Notes
- Phase-6 Lemurs

Zone Seven
- The Numeral 7
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- Phase-7 Lemurs

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Spheres and Degrees of the AOE

Preface—note to readers

Dear reader,

Thank you for taking the time to look at this book as a work-in-progress. This book is intended to be the definitive guide and reference to Nick Land et al.'s work in the numerological, neoqabbalistic, and crypto-anarchist time-sorcery system of the presumed Nma ur-culture (the hyperfictional background reconstructed as metaphysical/mythic scaffolding for understanding the workings of the time-sorcery system). I spent over two years excavating this system from forums and bitrotting web pages left by Land and others, and correlating and reconstructing the system with borrowed DNA from other systems, in order to make it living and intelligible for future readers. (Welcome to Jurassic Park!)

Questions and comments left in this document are most appreciated. Questions give me an opportunity to expand the text, so they are much appreciated. You can add a comment by highlighting text and clicking the Insert Comment button. I will answer all questions and tailor the text to readers.

If you like this book please donate (link at right of page)—this sort of writing is my life's work, and the less I have to think about money the more brainspace I have to obsess over decoding magical secrets for you. I don't need to tell you "every bit helps"—I have student loans.

Thank you!

Anders J. Aamodt

Diagrams

These images are referred to throughout the text. It is recommended you also draw the figures yourself.

Fig. 1 The Numogram

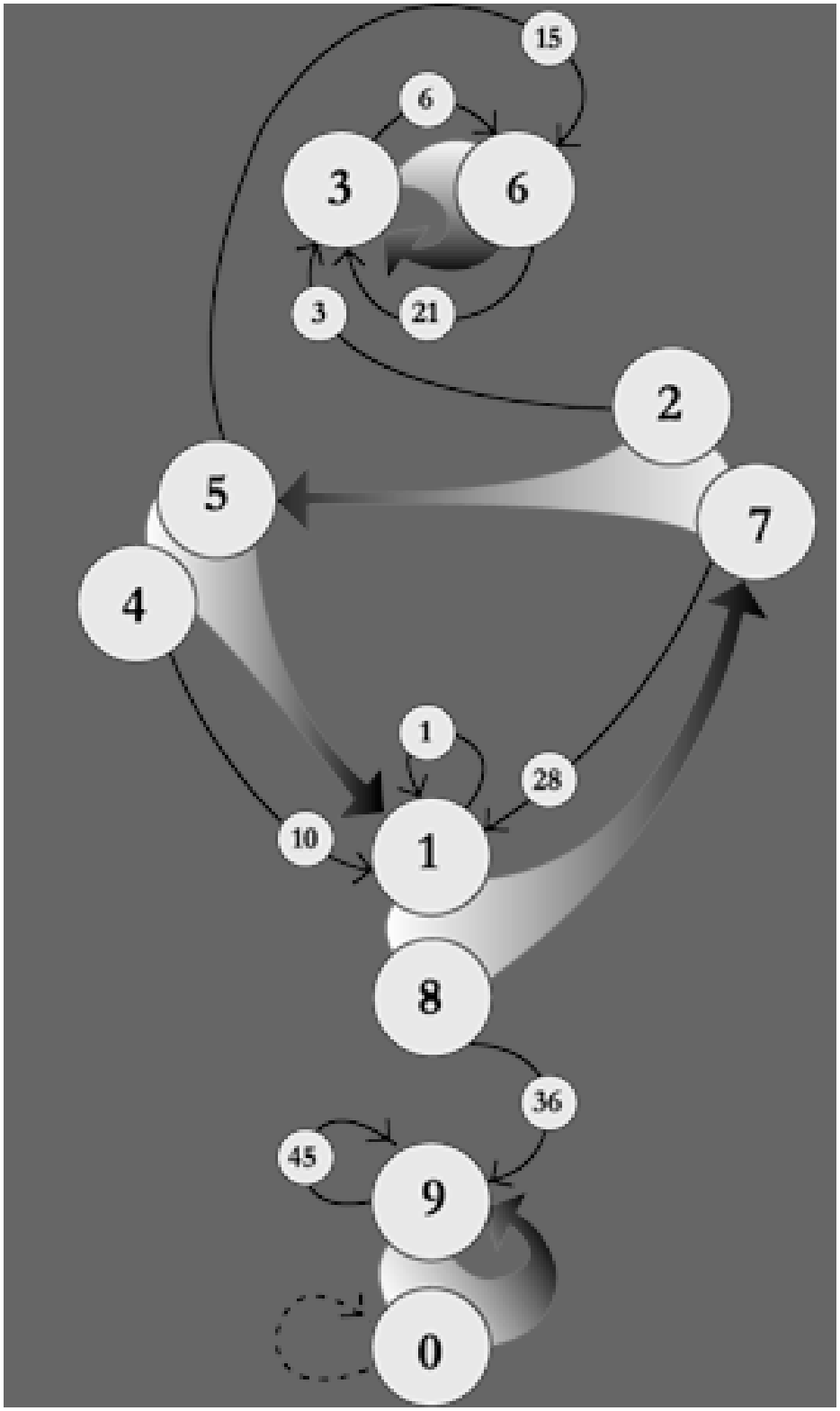


Fig. 1.1 Numogram with regions marked

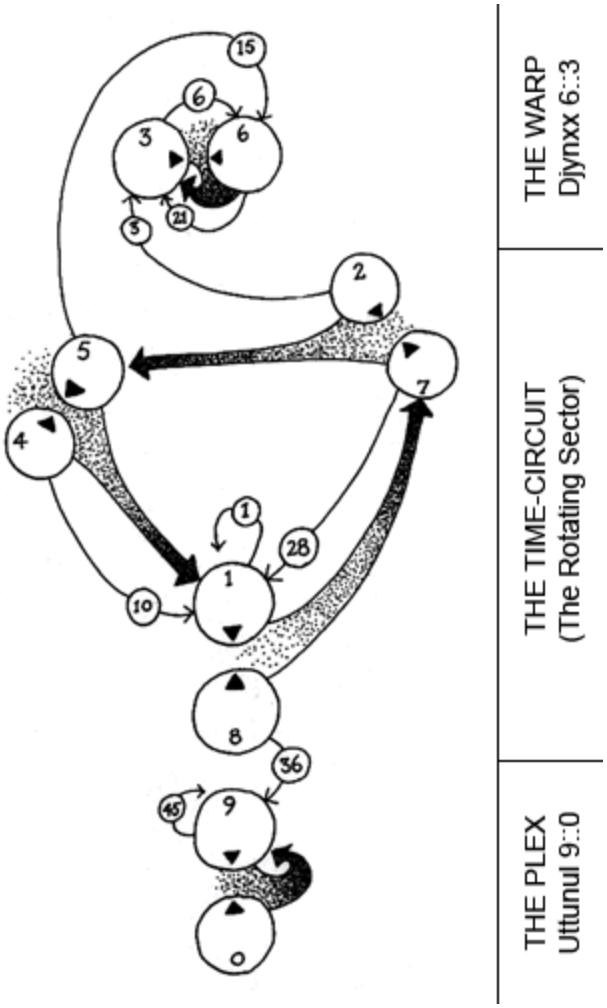


Fig. 1.2 The complete numogram (with sounds, colors, and syzygetic demons; colors for 1, 2, 9, 0, and 6 are wrong)

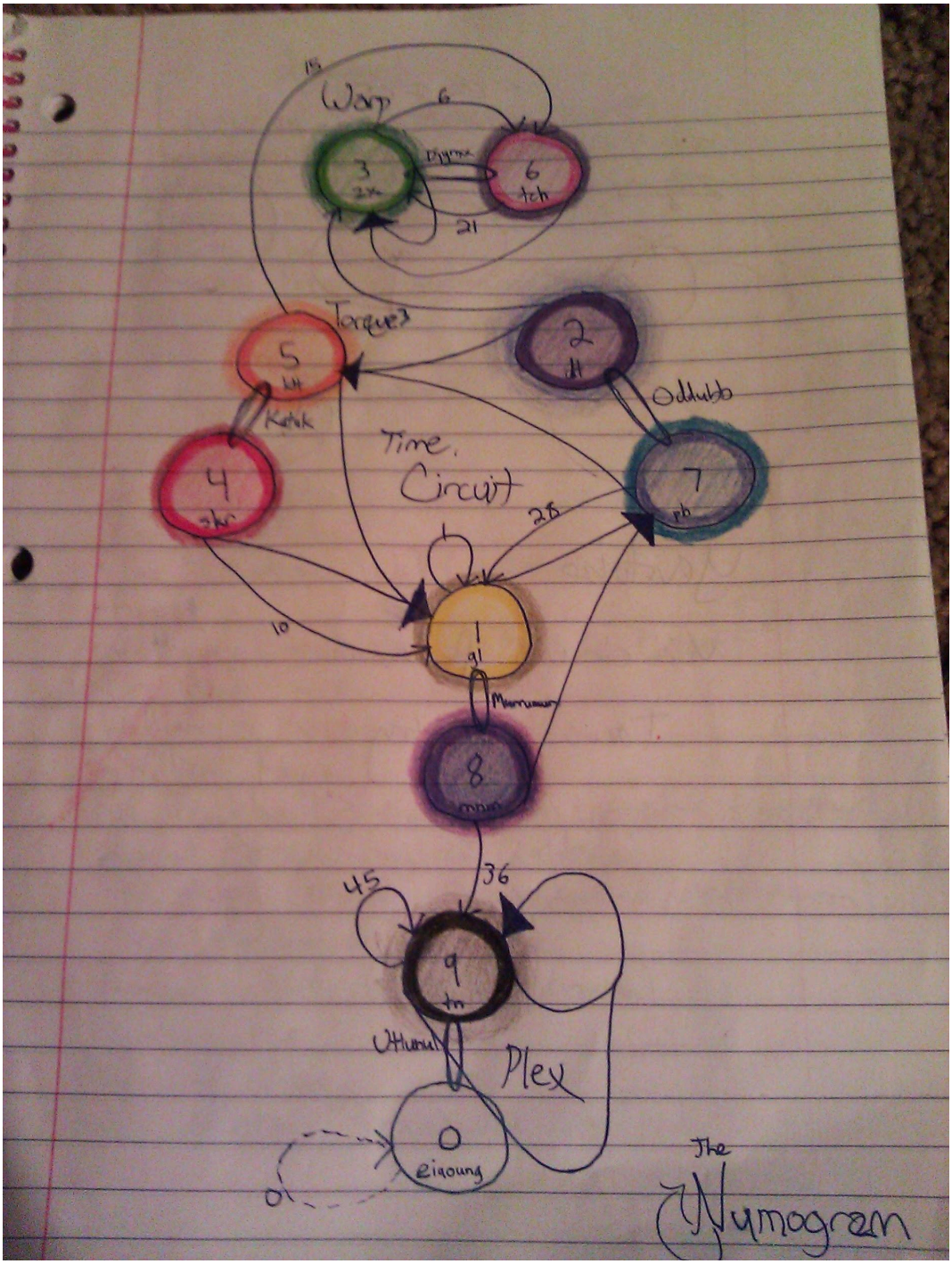
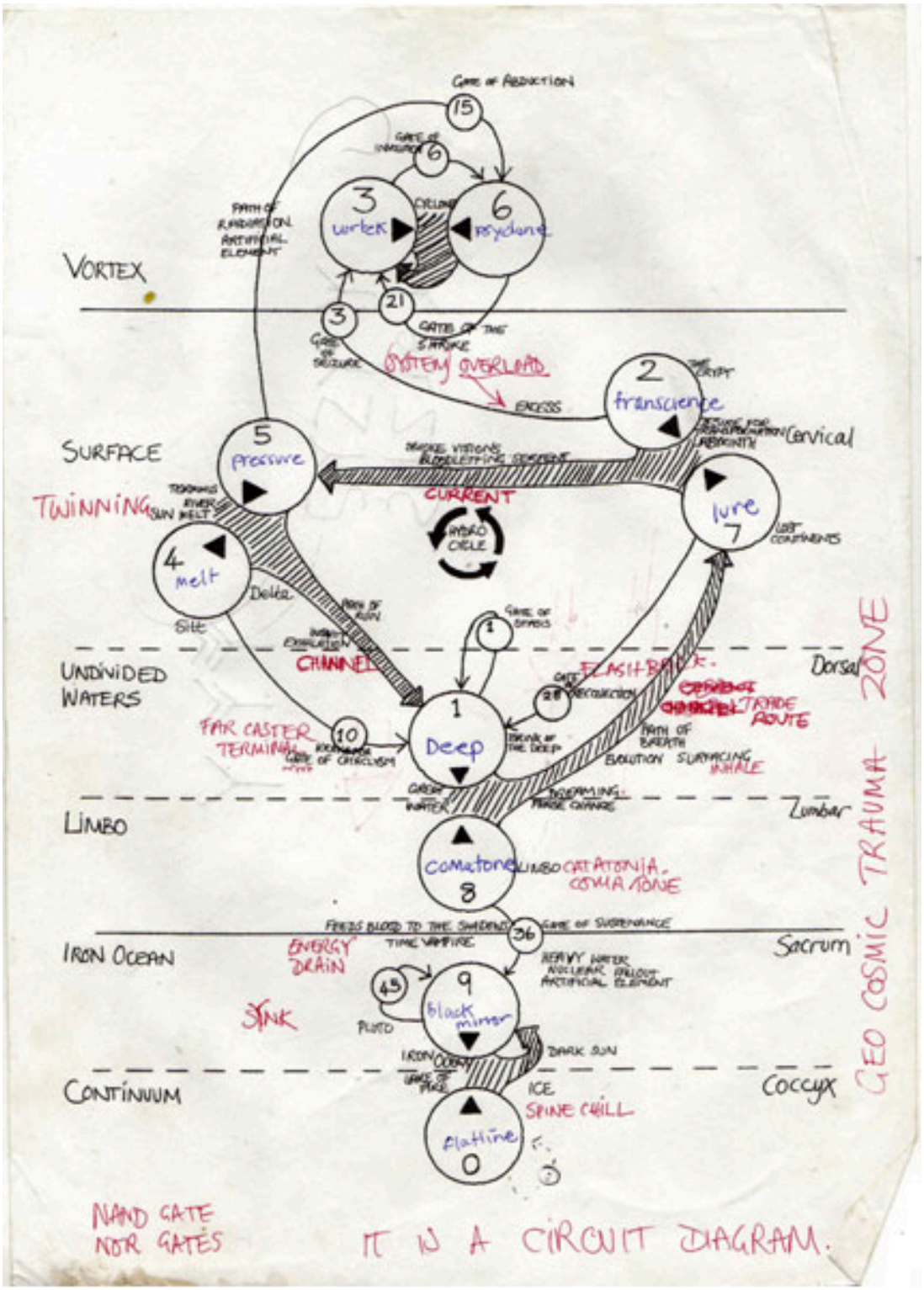


Fig 1.3 0(rphan) d(rift>) diagram and association notes



09

OYA
hangs out
(sees knows acts)
between
the market and the
burial grounds and
feeds blood to the
shadows

shadow luminescence

outside time

Tirso avatar
Bacterial
movement
Disassembly
Pluto and core
of the earth
undead
zombi
flatlines
sphinx

LIGHT ASPECT
shadow,
eclipse shadow
thresholds
black mirror
total dark but
seeringly light

SNAKE ASPECT
snake inside itself
shadow body
BWO
virtual states of
snakeness
white eyes

METAL ASPECT
core of the earth
kithell- molten
underworld
zombi powder

BLOOD ASPECT
total stillness
blood the substance
because it cuts through
time you can't tell where
it comes from,
(still artificial)

DIGITAL
smooth changes
time warping
sub bass
high pitch of
nervous system
things get replaced
but you dont know why
a minutetly detailed line
and then a series
of blanks

TWINNING
full on labyrinth
folding

MACHINE IS
MACHINE MEMORY
BLACK MIRROR

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OSUN
the one who knows
the essential of
desire. is either ecstatic
or in deep pain.
incites your want
give and enjoy your
seduction

radiating golds,coppers

passing on time

Physical Takeover
Tease
Physical telepathy
third eye
bacterial sex
desiring machine
magnetic
strange attractors
stuff finds you
trickster
Lilith
Octavia Butler
Distraction
(glamour)
physical luxurious

LIGHT ASPECT
sun bathing
radiation
glitter
glimmering
glows
prismatic
light and skin
color absorption
-

SNAKE ASPECT
Kundalini
on your skin but not therR
at the same time
tempting
erotinc tentacles
spreading out from inside

METAL ASPECT
magnetic attractors
currency (deception)
precious metals

BLOOD ASPECT
circulation- currents
dangerous communication
transport system

DIGITAL
complexity
video by telepathy
strobe doubles
skins
surfaces
layered
planes of sound
feedback
unusual familiars

TWINNING
telepathy/trickster

MACHINE IS
TENTACLIST
BLINDING

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OGUN
metak weapons and
war,military in our
time,evolving into
machine feedback

green and black

outside time

Nomad War machine
metal body
positivism metal
digital reduction
Ching
no historyF
dilated now
antagonistic
memory lapses
warrior
turbulence

LIGHT ASPECT
strobing

SNAKE ASPECT
danger held here
speed catatonia rush
from zero to speed
hiss rattle
immediate responding
total body memory

METAL ASPECT
weapons
spiky jewelry
iridium I
acid etch

BLOOD ASPECT
auto acrifice
blood becoming smoke
personified blood
burning blood to
summon nomad
war machine

DIGITAL
preverb
sound of time travel
fast chittering strobe
turbulence
different speeds
at the same time

TWINNING
fill on labyrinth
spiky and relentless

18

OCOSI
the navigator,
camouflage
the tracker

violet pattern invisibles

passing on time

Fluid
sea gods
nomo twins
perceptual warping
Proteus
Neptune
water carriers
lunar

LIGHT ASPECT
blue violets-water
lights that search
light bending
moonlight-cold light

SNAKE ASPECT
skin-camouflage
navigates in spatial planes
vibrational ocean
predator effects

METAL ASPECT
circuitry- wirings
optical fibers
liquid metal-mercury
shifting between solid and
liquid states

BLOOD ASPECT
womb blood
lunar bleeding
heavy blood

DIGITAL ASPECT
camouflage-mutation
echo undersea
wet metal sound
fluid image mutation
slow sound diffraction
gradually falls apart

TWINNING
the perceiver/invisible

MACHINE IS A
WEB MAKER

54

CHANGO
lightening
electricity
storms and
thunder

red and
electric blue vein

outside time

Pressure
heat
sun god
electricity
Ra
Yaweh
Volcanos
Maya-Aztec
needling light
Spiral to
bladed tounge

LIGHT ASPECT
spiral traveling
to sun tounges
violet light
laser
radiation burns
electricity-
lightening

SNAKE ASPECT
serpent battles
density of conductors
lightening snake

METAL ASPECT
unstable atomic str.
nuclear
conducter

BLOOD ASPECT
spreading outside from in
oxygen heart system
bloodline
heart and sun
sacrifices

TWINNING
radiating out/
targeted

DIGITAL
pressure
sun pulse
laser

Fig. 2 The 45 Demons

Fig. 3 The 15 Chronodemons

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Figs. 10-19 Base 0 to Base 9 Numograms

Tables

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Table 2 Sarkonian Mesh-Tags

Sarkonian Mesh-Tag (#s of the Doors)	Phase Opened by this Mesh-Tag
0000	0
0001	1
0003	2
0007	3
0015	4
0031	5
0063	6
0127	7
0255	8
0511	9

0(rphan) d(rift>) tables

Katak—THE DESOLATOR—Netspan [5<>4]

Time Relation:	time rider. passes on time.
Travels In:	lightening, electricity. thunder storms.
Colours:	reds and electric blue vein.
Dynamic Presence:	pressure, heat, volcano, sun gods, bladed sun tongues and spirals, friction, fusion.
Light Aspect:	lasers, radiation burns, (artificial) electricity.
Snake Aspect:	serpent battles, vibrational density of conductors,the lightening snake connector.
Metal Aspect:	nuclear conductor, unstable atomic structures.
Blood Aspect:	spreading to the outside, oxygen/ heart system, bloodlines,heart sacrifices to the sun.
Digital Aspect:	sun pulse, laser.
Magnetic Fields:	radiating out and targetting in.
Twin Focus:	Djinxx—SPL/CE—Netspan [6<>3]
Time Relation:	invisibles. outside time.
Travels In:	metal weapons, military in our time, evolving into machine feedback.

Colours:	green and black.
Dynamic Presence:	nomad war machine, fluid metal body, digital reduction, antagonistic, memory lapses, warrior turbulence, dilated now.
Light Aspect:	strobing.
Snake Aspect:	danger held here, speed catatonia rush(from zero to speed), hiss rattle, immediate responding, predator effects, total body memory.
Metal Aspect:	weapons, spike jewellry, iridium, acid etch.
Blood Aspect:	autosacrifice, blood becoming smoke, personified blood, burning blood to summon the nomad war machine.
Digital Aspect:	preverb, the sound of time travel, fast chittering strobe, turbulence of different speeds at the same time.
Magnetic Fields:	full on labyrinth, spiky and relentless.

Oddubb—ODOBI/XES—Netspan
[7<>2]

Time Relation:	time rider. passes on time.
Travels In:	the essential of the desiring machine. incites your want, enjoys your seduction. knows ecstasy and deep pain.
Colours:	radiating golds and coppers, alien pinks and reds.
Dynamic Presence:	physical

takeover, physical telepathy, trickster tease, the third eye, bacterial sex,
strange attractors, stuff finds you, distraction and glamour, luxurious
deceiver.

Light Aspect: glitter,
glimmer, glow, prismatic light, sun bathing, colour absorption.

Snake Aspect: erotic
tentacles, kundalini zones, skin memory and absence, tempter.

Metal Aspect: magnetic
attractors, currency(deception), precious metals.

Blood Aspect: circulation-
currents, dangerous communication, transport system.

Digital Aspect: complexity,
strobe doubles, skins/surfaces/layers of perception, planes of sound,
feedback, unusual familiars. she makes visual effects by telepathy.

Magnetic Fields: telepathic
strange attractor labyrinths.

Murmer—Netspan [8<>1]

Time Relation: time
rider. passes on time.

Travels In: camouflage,
tidal rhythms and perceptual warping. webmaker, tracker, navigator.

Colours: violet
pattern invisibles and ultraviolet blues.

Dynamic Presence: immersive,
fluid, water monsters and waves, morphing, the old ones, alchemical.

Light Aspect: lights
that search, light bending, moonlight, cold light, deep heavy darks.

Snake Aspect: skin

camouflage, navigates in all spatial planes (fluid spine), vibrational ocean.

Metal Aspect: circuitry,
wirings, optical fibres, liquid metals (mercury), shifting between solid and
liquid states.

Blood Aspect: lunar
bleeding, womb blood, heavy blood.

Digital Aspect: fluid
image mutation and morphing, echoes undersea, wet metal sound effects, slow
sound diffraction, gradually falls apart.

Magnetic Fields: perceiver
and invisible time tides (rip tides). there is no zero.

Uttunul—IIS—Netspan
[9<>0]

Time Relation: invisibles.
outside time.

Travels In: digital
unlife, flatline, feeds blood to the shadows.

Colours: shadow
luminescence.

Dynamic Presence: machine
memory deep inside, blanks around minute lines of detail, the time travel
avatar, extraterrestrial geometries, molecular movement, disassembly, the
furthest out(pluto) and the deepest within(core), undead, zombi.

Light Aspect: shadow,
eclipse shadow, thresholds, blackmirror, total dark but seeringly light.

Snake Aspect: snake
inside itself, shadowbody, body without organs, virtual states of snakeness,

	blank eyes.
Metal Aspect:	core of the earth, cthell, molten underworld, zombie powder.
Blood Aspect:	bruises under ice, total stillness, blood the substance, artificial blood trails that cuts through time.
Digital Aspect:	smooth changes, sub bass, the high pitch of the nervous system, things get replaced but you don't know why.
Magnetic Fields:	full on labyrinth, endlessly folding moebius strips.

Tch 0—Introduction: A Lovecraftian Puzzle

Manifesto

I've been digging around in his mess for over a year... it helped drive me crazy (again) but, I got better! I already get the gist of the numogram: it's the qabbala without the obfuscation, a new populist qabbala that can spread magic like wildfire. I understand the flows and characterizations of most of its various zones, and I saw its beautiful toroidal geometry before I actually found out about it. It's a map of the three worlds of shamanism[1] and their interrelations. All we need now is to unlock the details and formalize/decode/invent its various methods of pathwalking and modes of utilization.

We also need to create alternative numograms so we can compare their ethical content. This is directly related to the question of whether it is dangerous/evil or not. Nick has a mythos in which the lemurians (chaotic, pluralistic, messy) are the good guys and the Architectonic Order of the Eschaton (white supremacist brotherhood) are the bad guys. This mythos is tied into the decision to make each syzygy in the numogram add up to 9 instead of 10. If you make them add up to 10, you get a staid and undynamic numogram that just reeks Western totalitarianism. Basically, I buy the fit between the numogram and the mythos it's packaged with, painting White Order as Evil and Black Paradox as Good. All of it seems written incredibly tongue-in-cheek... it's fun!

The numogram system is the complete metaphysical index to sorcery. It can describe any other system, thus getting at the cracks between systems, which is really where things get interesting. It's impossible to exceed the numogram, it is self-exceeding :-).

Introduction and warnings

Notation

Gt-00 Notation for gates. Possible values in base 10 are 00, 01, 03, 06, 10, 15, 21, 28, 36, 45.

[1] The three worlds are the Upper World, the Lower World, and the Middle World. There are many alternate names for them but they appear in many (if not all) religions and all forms of shamanism. For example, in Christianity we have Heaven, Hell, and Earth. All trees of life are maps of these three worlds and other “spiritual locations.”

Rt-00 Notation for rites. Possible values are 1-84.

Ana-1 Notation for upward pitch. Possible values are 1-7, with 7 being the highest.

Cth-1 Notation for downward pitch. Possible values are 1-7, with 7 being the lowest.

9::0 Notation for netspans. The higher number always goes first, as this way of counting is how the pandemonium matrix is systematically generated (e.g., 1::0, 2::0, 2::1, 3::0, etc.).

Tch 1: Introduction: Metaphysical Context

Do numbers have meaning?

Let me ask you this: how many teeth do you have? If you are like me you had to count. We often think of our teeth as just a mass, "my teeth," but they are more than just a mass or a number. In fact, each of our teeth is a completely unique construction that has evolved and grown to be perfectly suited for its location in your mouth, which cannot be separated from its function. The reason each tooth is shaped the way it is, the materials it is made out of—everything about it—is influenced entirely ('overdetermined'[2]) by its context.

Everything in nature is like this. The more you study any natural phenomenon, the more you come to realize how perfectly it is suited to its context, and how completely its form has been created in conversation with its context. Forms that are suited to their context and in conversation with it have a living quality that allows the ecosystem to continue living healthily[3]. In contrast, we humans often build dead structures: things that are not suited to their context, not in conversation with it—in fact in ugly conflict with it. Think about a sterile government or school building, an uncomfortably modern home, or a call center system that dehumanizes both its workers and its customers.

Looking at the stars, they fit so perfectly! The twinkling lights are so delicately balanced against the dark sky. If they were any darker or further away, we might not see them, and if they were any more numerous or closer, our galaxy might not hold together,

[2] A term from Michel Foucault.

[3] These architectural concepts are from a beautiful book on this subject, *The Timeless Way of Building* by Christopher Alexander. In it, he discusses the "nameless quality" that living things and spaces have, and how to generate this quality through a "pattern language" to prevent the creation of dead architecture, which is all-too-common.

or the universe's laws would be different in a way that did not support human life. The whole universe has this essential quality of Beauty: everything has somehow grown to suit its position within the whole, usually to a high or seemingly perfect degree. On this same night, I see not only stars but fireflies, streetlights, meteors, satellites, planets, the moon (which is almost exactly the same size as the sun in the sky), the galaxy, distant galaxies (as stars), flashlights, and reflections on the water: all these sources of twinkling light at different scales are normed—so conveniently—to human perception and beauty.

If this tends to be true of all physical phenomena, why shouldn't it be true of number? Are numbers part of nature? We usually think of numbers as an undifferentiated mass, like our teeth, but what if in fact each number were overdetermined: perfectly, qualitatively suited to its location within the whole of all numbers, and the universe? Humans did not create numbers—we discovered them, and so did *many* (possibly all) evolutionary processes—and our human digits and numerals have emerged from a cultural evolution process. Numbers, digits, and numerals[4] exist in nature, in our minds, in culture, and arguably abstractly, so perhaps they also have beautiful, overdetermined intrarelationships.

Qabalism works on the assumption that this is the case, and works to prove that assumption beyond all doubt in order to convince the Qabalist of the b/Beauty of existence and the beneficence of God. We will not be concerned overmuch with a monolithic God in this book: Time-sorcery is more about numbers, and demons.

What are we doing here?

What is time? Most people think of time in one of two ways: *chronic time* or clock time, which is linear, historical, and irreversible; or *aeonic time*, which is the single eternal moment which is always ever-present and inescapable for the living observer, and which is cyclic, mythic, and labyrinthine in its movements. In this book, the definition of time that will be used—insofar as one is necessary—will be this: *time is noticing a difference*.

These two classical modes of time are important concepts and will be referred to frequently, as one of the main goals of time-sorcery (and most world religions) is to give you the tools to predictably, reliably, and perhaps permanently escape from the "Black Iron Prison"[5] that is chronic time. Nick Land refers to the people who attempt to maintain chronic time for everyone by force as the "Architectonic Order of the Eschaton"[6] (AOE), a fascist, white supremacist brotherhood that wants to enslave the human race forever. In

[4] A note on terminology: A *number* is the count of something. A *digit* is a glyph to represent a number, i.e., the digits 0-9 or I, V, or X in roman numerals. A *numeral* is symbol or name that stands for a number, like 23 or IX or "twelve."

[5] A term from Philip K. Dicks' epiphanous novel and Gnostic initiation, *VALIS*.

[6] [AOE]

this mythos, the tendency is for White = Evil and Black = Good, because various forms of white power (literal and metaphorical) have historically dominated the darker, subaltern[7] underdog through extreme but increasingly subtle and invasive forms of order: organization, cybernetic monitoring (surveillance), discipline[8], science (vision and comprehension)—in other words, control. Escaping this control of *other people's time* and *other people's goals* in order to create *our own* experience of time is the motivation behind time-sorcery.

The need for confusion, uncertainty, ambiguity, multiplicity, identity dissolution, and erotic messiness (unrestricted Love), and the need to break down the Ecumenicon (orderly, agreed-upon calendric/clock time, which is used to control us by forcing us to agree about what and when reality is—for example, the people who draw imaginary lines on maps and then force us to agree with them and look at them all the time as tiresome wall maps are all part of the Ecumenicon) is what aligns time-sorcery with the darkness. Nick Land calls the enemies of the Architectonic Order of the Eschaton, collectively, Lemuria. Lemuria is an ancient or timeless mythic place from which the 45 lemurs or demons of the time-sorcery system originate. Like Atlantis, Lemuria is said to be a lost continent, and could be thought of as the dark, rebellious version of Atlantis, from the far part instead of the far future (although these time attributions are both, of course, sometimes found reversed—Atlantis is classically considered as being in the past, although it is actually in the "future"). "Lemur," means *spirit of the dead*, and so by practicing time-sorcery, we are aligning ourselves with Lemuria and thereby with the spirits of our ancestors and those yet unborn.

Understanding number and alphabet is the key to time-sorcery. Qabalism, the practice of seeking numerological relations, is our key to finding meaningful relationships within number, which we can exploit to short-circuit our brain ("micropause abuse" -Nick), which codes meaning using numerologically-based algorithms (see *tic-counting*). Understanding and appreciating the sublimity and complexity of the Numogram (Fig. 1) to alter our perception of time (and as you will see, perhaps its actuality) is our purpose. The ultimate goal of Lemurian Time Sorcery & Demonism is embedded within the numerological properties of raw Number itself, and cannot be escaped if one continues to study time-sorcery: The complete destruction of the Architectonic Order and its Ecumenicon, and the liberation of all beings (or should I say becomings?), both living and inanimate, from chronic time. This is perceived as the destruction of the universe by the Architectonic Order, but for Black Atlanteans, it is seen as the creation of the world.

[7] See "Can the subaltern speak?" by Gayatri Spivak.

[8] See *Discipline & Punish: The Birth of the Prison*, by Michel Foucault. An highly lucid introduction to Foucauldian thought titled simply *Michel Foucault* has been written by Lynn Fendler, a 10th-degree white magus (critical ethicist).

Who is Nick Land?

I think the best description of Nick Land comes from the inside cover of his book of collected essays, *Fanged Noumena* (666-page edition)*:*

> *Fanged Noumena* assembles for the first time the writings of Nick Land, variously described as 'rabid nihilism', 'mad black Deleuzianism', 'accelerationism', and 'cybergothic'. Wielding weaponised, machinically-recombined versions of Deleuze and Guattari, Reich and Freud, in the company of fellow 'werewolves' such as Nietzsche, Bataille, Artaud, Trakl and Cioran, to a cutup soundtrack of *Bladerunner*, *Terminator* and *Apocalypse Now*, Land plotted a rigorously schizophrenic escape route out of academic philosophy , and declared all-out war on the Human Security System. Despite his 'disappearance', Land's output has been a crucial underground influence both on recent Speculative Realist thought, and on artists, writers, musicians and filmmakers invigorated by his uncompromising and abrasive philosophical vision.
>
> Long the subject of rumour and vague legend, Land's turbulent post-genre theory-fictions of cybercapitalist meltdown smear cyberpunk, philosophy, arithmetic, poetics, cryptography , anthropology, grammatology and the occult into unrecognisable and gripping hybrids. Beginning with Land's radical rereadings of Heidegger, Nietzsche and Kant, *Fanged Noumena* terminates in Professor Barker's cosmic theory of geo-trauma and neoqabbalistic attempts to formulate a numerical anti-language. *Fanged Noumena* is a dizzying trip through Land's rigorous, incisive and provocative work, establishing it as an indispensable resource for radically inhuman thought in the twenty-first century.

That's a lot of big names. I'm afraid you'll have to read and research them on your own to see how Nick fits into the context of 20th-century philosophy and "anti-philosophy," but a quick description is this: Kant began the modern critical project with his Critiques. In response to Kant's essentially paranoid-fascist approach to reason (according to Land), a number of philosophers attempted to subvert and critique the "perfect" foundations he had laid. Nietzsche was one of the most prominent successes in the arena, and the most well-known "anti-philosopher." His ecstatic rants were not only provocative but profoundly rigorous and unsettling. Deleuze and Guattari, in their two-part series *Capitalism and Schizophrenia,* made up of *Anti-Oedipus* (which critiques the Oedipal structure of society, desire, and everything), *A Thousand Plateaus* (which spirals into mad technologies of the self, including numerology and sorcery), continued and expanded Nietzsche's line of thinking. These two texts are some of the primary texts credited with founding poststructuralist critical theory, a field in which you can write anything as long as it sounds smart and attacks something, often using carefully-constructed historical genealogies (a

technique of Nietzsche) or self-referential anti-logics (an ancient technique famously employed by the "second Buddha," Nagarjuna). Finally, Nick Land builds heavily upon Deleuze and Guattari, and Nietzsche, and critiques Kant (harshly).

Poststructuralist critical theory and related fields have begun to bridge fundamental gaps in Eastern and Western logics (in my opinion), and are the cutting-edge rocket science of philosophy, occultism, and critical spirituality (you can put the word *critical* in front of anything to negate all the stupidity normally associated with a word. Other critical theorists know what's up, and the word *critical* resists contamination by teh stoopid because of its strong associations with aggressive argumentation, bile, and unforgiving attack. But more precisely, to *critique* means to delineate the boundaries of a thing, to limit something through negative articulation. This is a mode of banishing, most useful for pushing back aggressive ideas that have overgrown their boundaries, like modernity or the idea of critique-as-limiting in this parenthetical statement). Nick, at the bile-spitting, acid-blood-bleeding-edge of this wave of dark (but decidedly ecstatic and liberatory) (anti-)philosophy, has perfected the techniques of negative knowledge construction (apophatics?) and extreme trolling, critiquing modernity with virulent and paradoxical (anti-)ideological weapons the likes of which the world has probably never seen. He locates himself in the movement called *accelerationism,* a movement he helped to form, which posits that capitalism is too far entrenched and intelligent to kill or escape: the only way out is *through.* Currently, Nick lives in China and spends his time cultivating a racist hypernazi political movement on the internet called the Dark Enlightenment, by handing them advanced critical theory tools with a few racist quips thrown in so they promptly misinterpret and appropriate the tools to support their hateful racist ideology. This arming of the enemy acts as a dynamo, advancing the cultural clock towards apocalypse by forcing liberals to get their shit together.

Whether Nick Land is a supreme genius fighting for life, love, and liberty, or whether he has become supremely possessed by the very Old Ones whom he summoned and learned from, is an undecidable question or a matter of faith. His recent writings are too paradoxically perfect to determine whether he believes them or not. Personally, I don't think anyone who could (re)discover, articulate, and explore such a perfected system of mysticism as the Numogram could be evil or hateful (and Land is certainly far beyond racism)—unless the Old Ones really can hollow us out and use our skins as costumes. At the time of this writing, his true purposes and the future of the dark movement he is cultivating remain hauntingly ambiguous.

What is sorcery?

Sorcery is exactly what it sounds like: making arbitrary changes in reality. In practice, these changes are limited, but even a little "arbitrary" change can go a long way. Your reality (1) or experience-moment is coded as a location or repression-matrix key (8) in a kind of cosmic computer (9). This karmic trajectory ensures causality in a linear and

relatively predictable narrative stream in the spacetime and hyperspacetime/metaphysical (the ideological-symbolic space of the realm of hyperphysics/*hyperphysis* or dream-logic, in other words the dimension of travel along the axes of possible variations in the laws of physics over time), but can also be *decoded* and *recoded* in certain sectors to alter the unfolding of narrative in that timeline. These changes are *occult* precisely because they cannot be seen by those outside the sorcerer (other individual people) who are not willing to believe these things are possible (ironically, their own psychological filters or synchronistic karmic scheduling (self-hints) will tend to lead them, possibly via sorcery, into living in a universe where these things really are not possible): sight will be blocked in a number of ways: memories will often be erased, glitches will often be unexplainable or explainable by other possible means (confounding variables), or failing a cosmic censoring, which require less energy (?), a personal censoring via a defense mechanism will be employed.

What does the system actually do?

The numogram makes the qabbala *accessible*, even virulent.

- What this allows you to do
    - Travel to the upper world (enter the heart chakra/magical universe)
    - Escape time (sort of?)
    - Understand other magical systems better
    - Have a disturbingly perfect system that convinces you magic is real

What do the numbers represent?

THE NUMBERS DO NOT HAVE A REFERENT/SIGNIFIED! They do not represent anything; they are numbers! Get this question out of your head! If you have a set of “true” meanings for the numbers, you will miss the entire point.

Mode of interpretation: (Fully-abstract) Analogics, (i.e., mathesis)

How to use this book

I am sorry, Nick: I have killed your beautiful, terrifying, and erotic mythos in order to make it more accessible to the science-minded. Perhaps you won’t mind, because this project may also make the Numogram more virulent. You probably don’t care either way.

This book is intended to be a companion piece and introduction to ‘the Materials’. The Materials are the source documents which I extracted and extrapolated everything in

this book from. I have tried to compile copies of all the most important documents, for your reading pleasure. And it *is* reading pleasure: if you like mysterious puzzles, Lovecraftian horror, and the possibility that it *might actually be true*, I encourage you to scour these Materials, where you will cull many more gems than are contained within these pages. Putting together the puzzle of this mythos was one of the most enjoyable challenges of my life—it is a great tragedy that in sharing my work with others, I have taken all the fun of the hunt out of it!

Please, do not read this book. Go read the Materials instead, and piece it together on your own. It will be much more fun and you will learn more. If you get stuck, this book is here for you, with tidy orderly tables and explanations. It has been written in a minimalist fashion so that you must fill in at least some of the blanks for yourself. This book is not a complete exposition of the system: it only covers what I have managed to understand and unlock so far. Furthermore, I have written the book with a minimum of exposition and interpretation, choosing instead to focus on building a coherent narrative from the many rich, provocative, and disturbing—but fragmented, erudite, and obfuscatory—mythic ('hyperfictional') (a minimum of exposition and interpretation) texts written by Land and his accomplices. Most writing about the Numogram took place around 2004-2005, on ccru.net and hyperstition.abstractdynamics.org (see Materials section); other quotes have been pulled from Nick's other writings and other sources as appropriate.

Good luck as you read; you will need it to keep your head. Or, more precisely, your face.

Tch 2: ccru's Hyperfictional Mythos

- The AOE & the Lemurians
- Hyperfictional personages
- Telurian history and geotraumatics
    - Also why this is relevant (shifting our identification to the earth or the sun)
- Hyperstition & hyperfiction
    - Willy Wonka candy
    - H.P. Lovecraft
    - In the Mouth of Madness

Tch 3: The Numogram

- Characterizing the warp, plex, and time circuit

How to construct the diagrams (Figures)

In order to understand the Numogram, it is essential that you draw the diagrams yourself. Following are instructions for how to draw the figures at the beginning of the book. It is highly recommended that you draw your own basic numogram and add more information (phonemes, colors, etc.) to the diagram *as you begin to understand it*, until it becomes the "complete numogram" (merely a convenient title).

Fig. 1 The Basic Numogram

The numogram is the basis of Nick Land's entire hyperstitional endeavor. It is fully abstract but often made more concrete for convenience and application by discussing it as a "time-sorcery system." This "basic numogram" is the smallest transmissible unit of the system, and understanding its construction and intrinsic relations is the key to understanding the rest of this book. Here is how to construct the numogram (Fig. 1):

1. Draw the 10 Zones: The zones are the circles with numbers in them. Draw circles in the locations indicated by the picture and number them 0-9 as indicated.
    - The zones are referred to as zone 0, zone 1, etc. or simply by their numbers. That is, naked references to the numerals 0-9 in this book almost always refer to both the numeral and the zone (as they are the same, actually).
    - Each pair of zones is called a syzygy[9] and sums to 9 (**addition**).
    - The reason for this arrangement of the zones will become clear as we continue. We will talk later about alternative ways to arrange the zones.
2. Draw the 5 Currents (**subtraction**): The currents are the large arrows pointing from a syzygy to a zone. They are where they are for a good reason:
    - 8 - 1 = 7, so the Rise current points to 7.
    - 7 - 2 = 5, so the Hold current points to 5.
    - 5 - 4 = 1, so the Sink current points to 1. Weird huh?
    - 6 - 3 = 3, so the Warp current goes to 3.
        - I suggest drawing this current so that it passes through 6, since both 6 and 3 make a contribution to the current. This current spirals out, larger and larger, to infinity.

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[9] **Syzygy Definition:** The nearly straight-line configuration of three celestial bodies (as the sun, moon, and earth during a solar or lunar eclipse) in a gravitational system. [In the context of the numogram and Nick's obsession with twinning, it refers to configurations of two.]

Syzygy Etymology: Late Latin syzygia conjunction, from Greek, from *syzygos* yoked together, from *syn-* + *zygon* yoke — more at yoke (First Known Use: circa 1847).

-Merriam-Webster

    - 9 - 0 = 9, so the Plex current points to 9.
        - I suggest drawing this current so that it does not touch 0, but begins at 9 and ends at 9. Unlike the Warp current, where the 6 and 3 modify each other, the 0 has no effect upon the 9. This current spirals down to an infinitely small point.
3. Draw the 9 [10?] Gates (**cumulation** and **plexing**): The gates are the lines pointing from each zone to another zone, labeled with a number. Technically, the number is the gate and the line is the "channel" that that gate opens, but usually both are referred to together as the gate. Gates are constructed based upon a simple qabalistic (numerological/arithmetic) operation called *plexing*, which means to fold. Here's how:
    - 1 (+ 0) = 1, so the 1st Gate (Gt-1) points from 1 to 1.
    - 2 + 1 = 3, so the 2nd Gate (Gt-3) points from 2 to 3.
    - 3 + 2 + 1 = 6, so the 3rd Gate (Gt-6) points from 3 to 6.
    - 4 + 3 + 2 + 1 = 10. Now we *plex*, adding the two digits together. 1 + 0 = 1, so the 4th Gate (Gt-10) points from 4 to 1.
    - 5 + 4 + 3 + 2 + 1 = 15, and 1 + 5 = 6, so the 5th Gate (Gt-15) points from 5 to 6. Beginning to make sense?
    - 6 + 5 + 4 + 3 + 2 + 1 = 21 = 3 (plexing will be indicated with a simple equals sign, for reasons that will become clear [tic-counting]: learn to recognize it.), so the 6th Gate (Gt-21) points from 6 to 3.
    - 7 + 6 + 5 + 4 + 3 + 2 + 1 = 28 = 10 = 1 (plexed it twice), so the 7th Gate (Gt-28) points from 7 to 1.
    - 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 36 = 9, so the 8th Gate (Gt-36) points from 8 to 9.
    - 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 45 = 9, so the 9th Gate (Gt-45) points from 9 to 9.
    - 0 + anything = anything, so often an additional 0th Gate (Gt-0) is drawn from 0 to 0. Often this is drawn as a dotted line to show that the gate does not indicate any kind of change or travel, so it is somehow not a "real" gate.
4. Label the Warp, Plex, and Time Circuit regions on the numogram:
    - The Warp region is the 6-3 syzygy. (Warp and Plex serve as the names of both the current and the region.)
    - The Plex region is the 9-0 syzygy.
    - The Time Circuit region is the circular current made by the three remaining syzygies (1-8, 2-7, and 5-4).
    - Optionally, you can also label the Rise, Hold, and Sink currents from step #2.

That's it! That's the numogram. Doesn't it make an eerie amount of sense? From three simple rules, we have unfolded (explicated or explexed) this strange diagram from the digits 0 through 9.

Now steeple your fingers and look through your hands. Your middle fingers are 3-6, your index fingers are 2-7, your ring fingers are 5-4, your pinkies are 1-8, and your thumbs are 9-0.

Fig 1.5 The Complete Numogram

A few additions complete our numogram with some frequently-referenced information:

The Quasiphonic Particles

Often referred to in this book simply as phonemes for short, the "quasiphonic particles" are basic sounds that underlie human language and hearken back to an ancient prehistoric language, when language was just evolving from various co-opted animal noises. These will be discussed later, but for now, here is the chart (be sure to read the footnotes, which are quotations, and quite entertaining and informative):

Zone	Quasiphonic Particle	Description
0	eiaoung	A ringing vowel sound[10]
1	gl	A gulp or gagging sound[11]
2	dt	A stuttering tic or th-sound[12]
3	zx	A buzzing hiss[13] (very useful in exorcism, and the basis of cosmic throat-singing)
4	skr	An aggressive growl ("hkurrrr!")[14]

[10] [CCRU] Stillwell links Zone-0 to the unvoiced Munumese quasiphonic particle 'eiaoung,' the 'silent whisper of the ulterior depths.'

[11] [CCRU] Stillwell links Zone-1 to the Munumese quasiphonic particle 'gl,' emanating from the sublaryngeal region (the Horowitzean 'collapsed gargle' or 'glottal spasm,' a relic from lost gilled/gulping life-forms).

[12] [CCRU] Stillwell links Zone-2 to the Munumese quasiphonic particle 'dt' (the Horowitzean 'imploded fricative/fractured plosive').

[13] [CCRU] Stillwell links Zone-3 to the Munumese quasiphonic particle 'zx.' It designates the 'buzz-cutter' sonics which Horowitz describes as a 'swarming insectoid reversion within mammalian vocality.'

[14] [CCRU] Stillwell links Zone-4 to the Munumese quasiphonic particle 'skr,' which Horowitz identifies as an anthropo-reptiloid precursor to the qabbalistic 'hard resh.'

5	ktt	A persecutory hiss, with spittle[15]
6	tch	The sound of static (sound of chewing?)[16]
7	pb	A sigh of relaxation, with your lips flapping[17]
8	mnm	A moan of pleasure or lullaby hum[18]
9	tn	A grunt of pleasure or rage (orgasm sound)[19]

The Polarities

Each syzygy has a positive and negative pole or aspect. Here is the chart:

Zone	Polarity	Description (quoted from [CCRU])
0	-	As the dark aspect of Foundation ('deep past') it corresponds to the protocosmic abyss anticipating primal reality, fusing indissociably into the ultimate gulfs of chaotic unbeing.
1	+	As the light aspect of Anamnesis ('memories and dreams') it corresponds to enduring ideas, historical time and remembrance (recall).
2	-	As the dark aspect of Genesis ('creative influences') it corresponds to epidemic fertility (bacterial fission, clones, replicants, vampiric contagion).
3	+	As the light aspect of Fortune ('far future') it corresponds to extrinsic fatality, unexpected messages, and xenosignal.
4	-	As the dark aspect of Apocalypse ('destructive influences') it corresponds to random calamity.

[15] [CCRU] Stillwell links Zone-5 to the Munumese quasiphonic particle 'ktt' (the Horowitzean 'paravocal tic').

[16] [CCRU] Stillwell links Zone-6 to the Munumese quasiphonic particle 'tch,' approximating to the interphoneme 'dzch/tj.'

[17] [CCRU] Stillwell links Zone-7 to the Munumese quasiphonic particle 'pb' (the Horowitzean 'compounded plosive').

[18] [CCRU] Stillwell links Zone-8 to the Munumese quasiphonic particle 'mnm,' the diffuse subvocal hum that Horowitz links to the 'proto-originary enunciation' Oumn.

[19] [CCRU] Stillwell links Zone-9 to the Munumese quasiphonic particle 'tn,' which Horowitz describes as 'the ultimate unutterable mystery of vocal nullity.'

5	+	As the light aspect of Apocalypse ('destructive influences') it corresponds to decision, judgement, and war.
6	-	As the dark aspect of Fortune ('far future') it corresponds to 'gnostic death,' event horizon, and the absolutely unexpected.
7	+	As the light aspect of Genesis ('creative influences') it corresponds to genealogy, ancestor worship and inherited wealth.
8	-	As the dark aspect of Anamnesis ('memories and dreams') it corresponds to submerged currents of fatality.
9	+	As the light aspect of Foundation ('deep past') it corresponds to the prehuman cultures of the Old Ones.

Syzygetic Demons

There are 45 demons in the system (lines drawn between every pair of zones), but the 5 most important are the syzygetic demons, the demons that prowl the two zones of each syzygy:

Syzygy	Demon
0-9	Uttunul
1-8	Murrumur
2-7	Oddubb
3-6	Djynxx
5-4	Katak

Colors

My own addition, I consider the colors an essential addition, a number synesthesia that helps to conceptualize the abstract, irreducible "meaning" of each zone:

Zone	Color	Secondary Color (for aura)
0	No Color (unfilled) / White	Grey
1	Octarine (Magenta)	Grey-Pink? Blue? Red/Indigo/Purple?

2	Blue	Pink? Periwinkle? Light Orange? Green? Navy?
3	Green	Silver? Blue? Black (carbon)?
4	Red	Light Orange
5	Orange	Light Red
6	Yellow	Octarine?
7	Indigo	Electric Blue (“digiblue”)
8	Violet	Octarine? Light Purple?
9	Black	Light Purple

Fig. 2 The 45 Demons

There are 45 demons in the numogram system. The demons are each a line drawn between a pair of zones. There are 45 such pairs (quite a coincidence with Gt-45—well, not if you understand tic-counting, then it is quite natural because they are the same operation).

Fig. 3 The 15 Chronodemons

Fig. 4 The 24 Amphidemons

Fig. 5 The 6 Xenodemons

Fig. 6 The 30 “Antichronodemons” (Amphidemons + Xenodemons)

Fig. 7 The Barker Spiral

Fig. 8 The Hexadecimal Numogram

Fig. 9 The Hexavigesimal Abacedarium

Figs. 10-19 Base 0 to Base 9 Numograms

Zone 1 GL

1 GL (numogram attribution)

This sounds is very significant. There is a cluster of words which reveal the meaning of this phonomorpheme:

lux luc luiz lucifer louise louis light

glow glimmer glamour gloss glide gleam glean glint clear glossary

lingua language lingual glottis logos

So light, tongue, and language. (And the reversal of "lux" and "glow" and "language" and "glottis" imply a directional element: if a glow is light getting brighter, perhaps the "default" is for light to shine and then grow dimmer.)

This sound is linked to 1, the singularity of consciousness, YHVH ("GLYH"), the normal trance or experiential/phenomenological stasis, the center or organizing principle (assemblage) of the present moment. Logos, the Word, is God, YHVH. Our word/tongue (logos/glottis/lingua) is our light (lux/luc) which is language (lingua). This is the power and meaning of the throat chakra, GL.

Tch 4: Ouroboros, the Universal Spiral

This section seems to have been abstracted out as my *Comparative Qabalism* book. In fact, maybe the numogram book would best be served by assimilating Comparative Qabalism or treating it as Part 1. Part 1: Initiation; Part 2: Exposition; Part 3: Application; Part 4: Sourcebook

- Comparison to other trees of life
- Spiral of transcendence
  Qabalistic (Tree of Life)
- Norse (Yggdrasil)
- A tree
- Totems/telic field theory
- Flower of life
- Torus geometry
- Upper/middle/lower worlds, axis mundi

Tch 5: Unpacking the Numogram

This section will be the meat of the book: a series of sections for each major conceptual tool in the numogram toolkit. For example, "Tic-Counting and Xenonation" will describe the function, meaning, and implications of tic-counting as well as applications in practical sorcery/decoding/meditations.

Cumulation

This operation is the adding of a number to every number below it: for example, to cumulate or the cumulation of 9 is 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 (+ 0) = 45. The "+ 0" is usually left out by convention since it does not affect the result.

Cumulation is the operation used to define the value of the **gates** of the numogram, each of which opens their respective **channel** (which in turn is defined by plexing).

Cumulation has the interesting property of phase-layering: the accumulation of liminal shears with the addition of each number. For example, when we have Gt-10 (4 cumulated, 4 + 3 + 2 + 1 = 10), and then we add a 5 to get the value of the 5th Gate (5 + 4 + 3 + 2 + 1 = 15), what we are doing is adding five new possible combinations to all the numbers present previously: the five enters the scene with its five new relations to the five existing numbers (including 0). That is, it is the same to say "Gt-10 + 5 = Gt-15" and "4 + 3 + 2 + 1 = 10 and 5 + 4 + 3 + 2 + 1 = 15." We can simply 'step up' with each additional gate,

seeing that each new zone added to the numogram (going from a 4-numogram to a 5-numogram) adds its own liminality of new relations which, at the same time, contain the previous nested numogram and its nested combinations (relations). Like an "onion-skin horror" (9::2 in the Pandemonium Matrix), each new numeral we count, each new zone we add to the numogram, each number we cumulate, brings with it its own new relationalities which enclose and eclipse the previous phase, without reducing it (them) (to its new "meanings"): new information is added, but nothing is subtracted (an alchemical mystery of elemental emergence), and the new element is defined (only and purely) in terms of its pure (absent) difference from (no information is added) and relationalities to (information is derived from), the previous elements. This double-negation or double-addition of numeratical informational accumulation through the simultaneous non-relation and new-arising-from-or-via-relation of each additional phase (or number, **zone**) and its flatly-identical lamen (of/or meaning) is the Deleuzian "body-without-organs."

Plexing

Plexing is the basic operation of all qabbala: it is adding the digits of a number together, possibly repeatedly until a single digit outcome is attained. For example, plexing the number 4529 once yields 20 (4 + 5 + 2 + 9 = 20), and plexing it a second time yields 2 (2 + 0 = 2). This method of collapsing numbers has a number of interesting properties which reveal certain aspects of the inherent dynamic of all number.

For example, 9 has the interesting numerological property, revealed by plexing, of not affecting the final outcome of a complete plex. In other words, 9 = 0 in terms of how it affects the outcome of a full plexing. For example, 71 = 7 + 1 = 8, but if we append a 9 to the number (completely changing its *numerative* value) the final result is the same: 719 = 7 + 1 + 9 = 8 + 9 = 17 = 8. The nine performs an interesting twist on the number: its less-by-oneness (from 10, the base-system defining our place-value) warps or rotates the number around the fold of the base-10 axis: 17 + 9 becomes 26, a plus-one/minus-one sort of flip-roll across the place-value delimiter, like one of those endlessly looping cloth towels in a public restroom (which are always overused and disgusting). Pull down here, and this pulley will lift up over there.

This property of 9 can, in turn, be interpreted metaphorically as describing an aspect of the universe itself: as the prima materia, 9 is ever-changing, but indefinite in and of itself: it modifies through constant application of pure and unavoidable difference, but it is itself nothing but this difference or the pure potentiality of being (or being-through-change or reshuffling, recombinatorics). The movement I make with my hands when I discuss this property is this: left hand face-up, right hand face-down, and both flip over to the right at the same time, shuffling their combination but creating the same final value (1 + 0 becomes 0 + 1). This gets at the place-value-indiscrimacy and order-indiscriminacy (comutativity) of pure number and numerology/ical truth. (Note also that 9 + 0 = 9, implying that 9 somehow trumps or is greater than 0, despite their equation

in 9 = 0. Similarly, 9 is something “less then” or more potent (pre-potential) than all the numbers which trump (overcode) it: 1 through 8).

A matrix can be constructed which further demonstrates this property of 9 and the loop-around which it gives rise to or implies. We will add up the numbers 75 and 38 as an example:

+	**7**	**5**	**= 12**
3	= 10	= 8	
8	= 15	= 13	
= 11			10 + 13 = 23 = 5 8 + 15 = 23 = 5 12 + 11 = 23 = 5

This chart has strong associations with probability tables in statistical method. As you can see, no matter which way or order you add up the tics, the final outcome of adding and plexing the two numbers is the same—although different intermediate results may be attained as the numbers flip each other around (manipulate each other or agglutinate in segments of varying non-9 lengths) on their way towards the final conclusion (this last bit has implications for the game of **Decadence**—any pair of numbers spotted which add up to 9 can be removed from the calculation and ignored simultaneously, as together they will leave the ultimate plex outcome unaffected, or blasé).

Thus, plexing can be thought of as counting or adding on a circle instead of a line. Like a clockface, when the count reaches 9, it then starts over again (at 1, skipping 0 because 0 = 9 plexologically, that is, in terms of their outcome on the results of plexing). This allows the order and commutativity (location-difference or distance between the place-values of numbers within a number) to be completely discounted (ignored) in one’s thinking and calculations (when it comes to plexing-logic). Perhaps a nested clockworks of wheels upon wheels could be envisioned for alternate base systems or the various possible plexing-sequences of a given number: an orrery of n-plex nested clockdials.

In any case, this (single) clockface visualization shows how the number line is folded or looped from an extension containing a fully-extended numerical span or real difference to a looped (like a telephone cord) and stacked implex of dimensional collapse and informatical compression, which always lands on the same final “space” or hour of the clock (as if it were a boardgame). I find myself making this movement with my hands as I write this: my hands holding two ends of an invisible can of tomatoes, both hands twisting their ends of the can in opposite directions as the can itself rotates as well (twist to scrunch down, untwist to (un?)scrunch out).

Tic-Counting

Tic-counting is the idea that any number can be decomposed into a discrete number of “tics” which act like a mass of identical (?) units which together constitute an ever-seething rhizome. These tics can in turn be recomposed into different numerical combinations, producing a pluripotentiality and experiential ambiguity when considering or looking at any number. These possibility-implexes mirror and demonstrate the basic numerological processes (**loop-counting vs. linear counting**, **plexing**, **cumulation**, mass-schizophrenization (?)) and create a living substance of numerological alchemical mercury in the mind as it perceives the numbers this way (as a seething mass of tics).

For example, the number 4 can be decomposed in 10 ways (note the confluence with Gt-10).

- 4 = 1 + 1 + 1 + 1
  - 4 = (2) + 1 + 1
    - 4 = (3) + 1
      - 4 = (4)
    - 4 = (2) + (2)
      - 4 = (4)
  - 4 = 1 + (2) + 1
    - 4 = 1 + (3)
      - 4 = (4)
    - 4 = (3) + 1
      - 4 = (4)
  - 4 = 1 + 1 + (2)
    - 4 = (2) + (2)
      - 4 = (4)
    - 4 = 1 + (3)
      - 4 = (4)

In the previous list, a 1 indicates a tic (and this is the fundamental meaning of 1: tic-as-mercury and mercurial-decomposer of number) and parentheses indicate the fusing (addition) of tics into a number. In the first line, 4 is decomposed into four tics: then, in each subsumed bullet, these tics are recomposed into new combinations, one fusion at a time. Note how the list terminates at four steps deep: it is not possible to compose more combinations unless we add another tic (like stacking a house of cards or pyramid of dominos). Also note the feeling of mercurial slippage which occurs at the moment two tics, or a tic and a number, slide into each other and merge—this feeling is strongly multiplied when we consider the original number, 4, as composed of or containing the possibilities of breakdown and recombination of its composite or constitutive tics. These recombinatory possibilities, in turn, correspond to the breakdown trees of the numbers below 4 (e.g., the 3 which can be made out of 3 tics in turn contains a possibility-implex of the ways 3 can

breakdown and recompose as tics). These recursive recombinatory possibility trees (or matrices) are multiplexed in the *idea* of 4(ness) when we look at the number this way. This is the way that pure number gives rise to a number superstition or quality: no matter how you break it down, 4 is still 4; but at the same time it has characteristic breakdown and recombinatory pathways which are fully and purely dilimited by its substance and existence *as 4ness*, that is, as a mass of tics which happens to have *n* (in this case 10) possibilities of recombination in the rhizome ("any point of a rhizome can be connected to anything other, and must be" —D&G "Introduction: Rhizome" p. 7; "the rhizome connects any point to any other point" ibid. p. 21)

This links strongly with Gt-10 because you can see there are 10 unique pathways back to 4 from its decomposed state. That is, the number of the gate for each number consists of the number of its tic-routes or combinatorics: for example, it is interesting to note that the 12th Gate (the number of the zodiac) is Gt-78, the number of cards in a tarot deck, suggesting that the tarot charts an uncollapsed or rhizomatic multiplicity of the number 12, which has been cruelly overcoded by a 22-oriented epistemology (rendering the original resonances captured in such a flat-ontologic or rhizomatic set of 78 image-symbols distorted and thus much less useful (for navigation, frequency-encoding, frequency-calibration or attunement-orientating, etc.)). A tarot which had 13 or 26 major arcana would be much more fitting (because a tarot of 45 cards would contain 0 through 9, or 10, major arcana).

Look at your hands—this also indicates a seething mass of multiplicity in the 45 steepled possibilities of your fingertips... (and, that number 45 gives rise to, at a higher level rather than the lower, a much greater number of 1035 tic-combinations).

Xenotation

Katak and Oddubb—5::4 and 7::2

Carmen Boulter: "As they [ancient Egyptian initiates] approached higher levels of consciousness, they came to respect different aspects of themselves that were represented in the feminine and the masculine. But they went further and called it sacred *feminine and* sacred *masculine, which meant the purest form, that was actually connected to the two hemispheres of the brain."*

Narrator: "Feminine consciousness corresponds to the right hemisphere of the brain and the left side of the body. In contrast, masculine consciousness corresponds to the left side of the brain, and the right side of the body. Patriarchal consciousness focuses on history, linear time, dogma, rationality, waking reality, and science. Matriarchal consciousness focuses on eternity, cycles of time, ritual, magic, altered states, and art."

—The Pyramid Code, Episode 4 "The Empowered Human"

Within chronic time, the opposites can become fully separated and articulated. This opportunity is afforded by the extension of space and time, which allows pure difference across distance and in concrete physical form. 5::4 is pure masculine energy, absolutely separate and completely differentiated from the feminine energy of 7::2. (You can see that left and right are flipped on the numogram from the above description, or viewed from the front of the person. More discussion on this later.)

5::4 can be determined to be masculine energy by contemplating its relations and trajectory. The difference between 5 and 4 is 1 (5 - 4 = 1), the smallest difference on the numogram. And, Gt-10 also returns to one, form a strong link between 5::4 and a return to 1. This small difference resulting in a return to unity implies the position of 5::4 in an archetypal vortex: the moment just before reaching the eye of the storm, two circling forces fight to right the center first in an involutionary struggle for dominance. When they meet, apocalypse occurs—the center is reached and action ceases and must begin again. Orgasm, apocalypse, or narrative climax is the archetype of this collapse into and return to unity, and armageddon or competition is the model of the battle which precedes it, which is 5::4. 5::4 can be well-represented by two arrows swirling toward a center.

Conversely 7::2 can be well-represented by two arrows forming a circle, a diagram which closely resembles the astrological symbol of gemini as well as the symbol for salt. And, just as the initial appearance and struggle of 6 and 9 give rise to the stability of 3, the symmetric circling of 7::2 also leads to the triangular 3 at a higher level. 7::2 is the stable part of the Time Circuit, the circling middle part of the vortex, neither centripetal or centrifugal but balanced in stasis and eternally orbiting without loss of energy. This is tantra, meditation, and hyperfemininity, just as 5::4 is aggression, concentration, and hypermasculinity. 7::2 is like the Time Circuit of the Time Circuit, the part of a vortex which loops in the middle, creating a stable middle world.

Interestingly, we see "waking reality" in the quote above linked with 5::4, but on the numogram, 1 is considered "waking consciousness." This points at two things: First, 5::4 and 7::2 do, to some extent, somehow generate or allow reality to exist for the experiencing 1 (whom we could characterize here as Heidegger's *dasein*). Second, and more importantly, this attribution sets up a multi-layer analogy: 1 becomes 5::4 at a higher (zoomed-out) level, implying that 8 is 7::2 at a higher level. This demonstrates how, within linear time (the Time Circuit or chonic time), the masculine element is privileged and thrust into awareness, whereas the feminine element is repressed and kept in darkness and unconsciousness. In a sense, these two modes (waking consciousness and sleeping or dreaming unconsciousness) also characterize the two energies themselves. Their union in 8::1 as the dynamo which gives rise to the creation of the opposites in their separate articulations indicates that the pair form an initial union, and that their separation (one of the phases in alchemy) is a process of their interaction whilst still primordially united. The pull down on 8 towards the vortex of 9 leads (Gt-36) it away from 1 (and the etymology of *seduce* is “to lead away”) in an attempt to sink back into everything (9), just as 1's insular loop of tonic identity and self-hypnosis (Gt-1) draws it away from 8 and towards or into

itself. This shaving-off from the sinking stone of the curling wave produces the pure or absolute difference (7) which gives rise to the next syzygy.

Positioning of the Syzygies

- Discussion of the positioning of the syzygies—why are they where they are?
- should the numogram be flipped vertically so East will go on the right? and left and right brain hemispheres will be correct? Could this be related to a Lemurian conspiracy to flip the Earth's poles?

The 45 Demons

See the excel spreadsheet for complete information on all demons. All other information available on the demons will be presented in this chapter. Definitions for the columns of this table and other demon-related attributes can be found below, under "Definitions…"

There are 45 demons in the numogram. 45 is a very manageable number of demons to work with. It isn't so large that they can't all memorized and, eventually, understood.

Each demon is a line drawn from one zone to another. If you draw one line between every pair of zones, you get 45 lines—the same as the number of 9's gate, Gt-45—quite a coincidence (of tic-counting). This is why the demons are said to "live" in zone 9. Zone 9 represents Cthelll, the iron molten core at the center of the Earth. Additionally, because 9 = 0, Cthelll is also Pluto, creating a strange (toric) loop between the center (the lowest) and the radius (the highest). This linkage or equivalence is known as "Plutonic looping" (sometimes shortened to "Plutonics" (?)).

If you look at the table of demons, and use your number superstition (synesthesia), you will notice that the names, epithets, and titles of the demons often seem oddly appropriate for their netspan.

There are three types of demons, breaking up the 45 demons into 3 groups:

- The 15 chronodemons
- The 24 amphidemons
- The 6 xenodemons

The three types are as follows:

The 15 Chronodemons

Chronodemons are demons that have a netspan within the Time Circuit. That is, they are lines drawn between the numbers 1, 8, 2, 7, 5, and 4. Turn to the chronodemons

diagram at the beginning of the book and this should be quite clear. What should also be clear is the intriguing inverted pentagram pattern they create, supported by some kind holographic projection emanating from 8 (dreamtime). Or, if you these lines from 8 are included with all the other lines, you can see that they form a distorted hexagram (Star of David).

This leads us to a set of correspondences given by XXX at hyperstition.abstractdynamics.org, and a mysterious property of powers of 2:

$2^0 = 1$
$2^1 = 2$
$2^2 = 4$
$2^3 = 8$
$2^4 = 16 = 7$
$2^5 = 32 = 5$
$2^6 = 64 = 10 = 1$
$2^7 = 128 = 11 = 2$
$2^8 = 256 = 13 = 4$
$2^9 = 512 = 8$
$2^{10} = 1024 = 7$
$2^{11} = 2048 = 14 = 5$

This pattern loops about 8 times, continuing until $2^{50} = 9$ (preceded by $2^{49} = 65 = 11 = 2^{20}$), and then then changes to something I haven't figured out yet. What a mysterious pattern! It traverses the Time Circuit one syzygy at a time, sequentially making two triangles (1-2-4 and 8-7-5) that cross. These triangles make up the "official" hexagram of the Time Circuit, although other hexagrams could also be constructed from the same points. Each triangle has two poles with one polarity and one pole with the opposite polarity. Importantly, these two triangles and their points are said to be syncretic with both the Seal of Solomon of the Goetia and the I Ching; however, I cannot comment on this as I am not yet familiar enough with those systems to be able to verify the syncretism. /u/aftermeasure has also been doing some remarkable work on syncretizing these six zones with a system of modal metaphysics.

If we perform the same plexing with 7 as we did with 2 above, we find that it repeats 1-7-4 for 6 loops, until $7^{18} = 65 = 11 = 2$ (followed by $7^{19} = 72 = 9$!). A 2 followed by a 9 is what broke 2's loop, also—interesting. But, more oddly is the pattern this makes on the numogram: a flattened triangle between 1-7-4, point down, a feminine triangle which aligns with 7's traditional (*not* numogrammatic) associations with Venus. Furthermore, the fact

[20] Note that I am skipping the huge initial result here, as it's not illustrative (as far as I can tell), just messy.

that 2 loops about 8 times and 7 loops (exactly) 6 times implies 2 * 8 = 16 = 7! and 7 * 6 = 42 = 6. Not sure what this means, but the coincidence of the 7 here makes me wonder.

The 24 Amphidemons

Amphidemons are demons that have a netspan between a zone in the Time Circuit and a zone outside it, hence the name. That is, they are lines drawn between the numbers 1, 8, 2, 7, 5, and 4—and 3, 6, 0, and 9. You can see this plainly on the amphidemons diagram at the beginning of the book. Amphidemons are routes of escape out of the Time Circuit (and presumably, ways back in as well).

The 6 Xenodemons

Xenodemons are demons that have a netspan outside the Time Circuit. That is, they are lines drawn between the numbers 3, 6, 0, and 9. See the xenodemons diagram. Xenodemons are whole alien orders of time a possibly even hostile agents (aliens, demons, the Old Ones). These demons cannot be experienced except in a state of extreme, inhuman panic and trauma (inhuman subjectivity). More frequently, we experience them as invading our ordinary reality, causing anomalies, inconsistencies, or glitches. Whether these anomalies are real or illusory, physical or imagined, psychological or meta/physical is hotly debated--but there is no denying they happen to many people.

The Pandemonium Matrix

The Pandemonium Matrix (included in the source documents) is 9, Cthelll. It is the "complete system of Lemurian demonism and time sorcery." The introduction the Pandemonium Matrix document is some of the most lucid text about the system, so I will quote it in its entirety:

> Pandemonium is the complete system of Lemurian demonism and time sorcery.
>
> It consists of two principal components: Numogram (time-map) and Matrix (listing the names, numbers and attributes of the demons).
>
> The system is constructed according to immanent criteria latent in decimal numeracy, and involves only basic arithmetical operations (assembled from additions and subtractions).
>
> The Numogram, or Decimal Labyrinth, is composed of ten zones (numbered 0-9) and their interconnections. These zones are grouped into five pairs (syzygies) by nine-sum twinning [zygonovism]. The arithmetical difference of each syzygy defines a current (or connection to a tractor zone). Currents constitute the primary flows of the numogram.

Each zone number when digitally cumulated defines the value of a gate, whose reduction sets the course of a corresponding channel. Channels constitute the secondary flows, time-holes, or secret interconnections of the numogram.

The arrangement of currents divides the Maze into three basic time-systems. Firstly, the currents of the three central syzygies mutually compose a cycle, rotating in anticlockwise steps. Lemurian sorcery calls this inner loop the Time-Circuit. Secondly, and thirdly, in both the Upper and the Lower syzygies the currents produced fold back into (a half of) themselves, constituting autonomous loops: the Warp (upper), and Plex (lower). Warp and Plex circuitries are of an intrinsically cryptic nature, which is compounded by the enigmas of their interconnection. They are variously considered to be Outside- or Outer-time.

The gates and their channels knit the Maze together, providing connections between otherwise incompatible time-systems. They open and close the ways of sorcerous traffic. Although each gate deranges time in its own way, their operations vary with a certain regional consistency.

In addition to the twins (with their currents and time-systems), and the gates (with their channels and time-faults), there is a third occult thread running through Lemurian time-sorcery: that of the distances (or of the demons). Between any pair of zones, however seemingly disconnected or unconnectable they may seem, there is an irreducible (or hyper-) distance, which Lemurian culture systematically characterizes as a singular entity. These entities are simultaneously gaps, links, holes, and demons, with particular traits, features, aspects, and potentials.

Each demon is considered to be intrinsically zygonomous (or double-numbered): both addressed by a unique zone-net couple of descending value (net-span), and also called by a mesh-serial, which is immanently defined by a sequential matrix (00-44). Each demon also has a tonality or pitch, ranging from the highest frequency (Ana -7) to the lowest (Cth-7). All syzygetic demons have a neutral (or Null) pitch.

Since they are proliferated by a digital cumulation to the ninth power, the demons are forty-five in number, attuning them to the Gate-City of the Plex-channel - Utterminus of Cthelll - (Gt-45), which is identified with the microcosmic lair of all demonic populations (the Lemurian Pandemonium).

According to lemurian demonism, each demon is itself a swarm, or singular coalescence, but also a component of a larger array, which can be sorted by type. The three principle demonic groupings are Chronodemons (varieties of distance within the time-circuit), Amphidemons (ruptures in the time-circuit, openings to the Outside), and Xenodemons (denizens of the outer gulfs).

Demons are also grouped by phase (defined by initial net-span digit). Each phase is opened by a door, to which is attributed a domain, a planetary affinity, and a spinal level.

Demons can be characterized by the various rites (routes, or routines) that they draw through the hyper-time of the maze. There is a rite for each way in which the net-span of a demon

can be integrated in extension (or traced across the flows of the numogram). Such rites are the basic components of demon traffic, constituting modules of practical culture, each of which is associated with an omen, and a power.

In Western hyperfictional lore the matrix of all demons (Pandemonium) is called Necronomicon, The Book of Dead Names, listing all that is excepted from the white-magic book of life. Necronomicon is a document copied episodically from versions of an original text, which was itself retrodeposited out of the future into the deep past. It thus scrambles science-fiction with archaic legend, indicating a Lemurodigital hypersource.

Definitions for reading the Matrix table

To help you examine the Matrix master table, here are some definitions pulled from the above text and other sources:

Door: The first demon of a phase

Phase: All the demons with a netspan starting with a certain number

Phase-limit: The last demon of a given phase. The phase-limit netspans (demons) are 1::0, 2::1, 3::2, 4::3, 5::4, 6::5, 7::6, 8::7, and 9::8.

Pitch: The upward or downward movement of a demon (?).

Netspan: The definition of a demon, a line from one zone to another

Zone: The circles on the numogram, numbered from 0 to 9

Decadology: ??? Here's an interesting finding about Decadology: The musical pitches (?) given, e.g., C/tp-#4, Mj+ [4C], are not given for 6::0, 9::6, or 9::3. The Pandemonium Matrix says, "All syzygetic demons have a neutral (or Null) pitch." They are not marked as Null, as are the syzygetic demons, but even so—does this imply that these three netspans are each some kind of syzygy?

Polarities of the syzygies

Each syzygy has a "light" and a "dark" zone, marked by a + or - in the master numogram diagram (Fig. 1). Obviously, these are not moral judgments, but are simply synchronistic properties.

Considering these as magnetic poles produces some intriguing confluences due to proximity. I wonder what it would be like to set up a numogram made of magnets?

- Each syzygy attracts, naturally
- 7::1 repels, and this is marked by a pushing arrow in each direction.

- 4::1 attracts, and this is marked by the Sink current and Gt-10.
- 5::2 attracts, marked by the Hold current.
- 5::3 repels, helping to explain why Gt-15 skips 3 to spiral around to 6.
- 6::2 repels, helping to explain why Gt-3 spirals over to 3.
- With 5 and 2 both repelling up against 3 and 6, respectively, this helps to explain the drive and force of the Warp, and why it can come back down (no paths going out of the Warp).
- 9::8 attracts, and this is marked by Gt-36
- There are only two places where a zone attracts to both of its nearest neighbors: 9(+), flanked by 8(-) and 0(-), and 4(-), flanked by 5(+) and 1(+). This double attraction for 9 implies Gt-45, but 4 has no such gate—why? Two good reasons: 5 is the torque-point of the Time Circuit, a point of extreme tension, tearing, and shearing—so it is being pulled away from 4 by greater forces; and they are opposite in polarity, hearkening to the asymmetries found in particle physics, which allow the universe to exist—and the Time Circuit, with its asymmetry, allows chronic time to exist.

Tch 6: Comparative Qabalism

Why reinvent the qabalistic tree of life?

- The kabbala makes no sense (not the same as nonsense)
- The numogram is not a replacement for the kabbala; it is an antivirus to it and the global ancient Monarch project (i.e., it breaks down the human socius, or perhaps resistance to it)
- The numogram has many intriguing numerological properties as well as intriguing relations with the original kabbalistic tree

How does the Numogram compare to the qabalistic tree of life?

As anyone who has tried to study the tree of life will know, the qabalistic tree of life often involves reading either lists of sephiroth or metaphysical discussions which have devolved into lists of the qualities of sephiroth (the alchemist's curse). It often makes no sense—it does not even make very good nonsense! Here are some of the ways it doesn't make sense:

- Numbers of the sephiroth don't make sense—why not 12 zodiac?
- Arrangement of paths make no sense—why 22, and why those options?

- Ambiguous planetary associations for 1, 2, and 11 (Da'at)
- Ambiguous number of sephiroth (Da'at)
- Colors don't make sense
- Male and female are reversed from our usual understanding
- If Binah and Chokmah correspond roughly to left- and right-brain thinking, they should be on contralateral sides from their respective hand-paths (columns). This is because the left half of the brain control the right half of the body, and vice versa. (The numogram does this cleanly.)
- The official names of many of the sephiroth are less than ideal (I still haven't decoded Splendor or Victory)
- The Qliphoth are a taboo topic, a sort of under-numogram which is a false numogram and ought not be studied.

In contrast, the Numogram makes *way too much sense.* It should not be possible for so much sense to be made out of numbers.

The qabalistic tree of life is a hypermasculine repression of the Numogram. Nick Land describes the Numogram as~"The true secret tree of life from which the degraded qabalistic tree of life descended," and after working with both, I can agree with this description. Here is how to get from the Numogram to the repressed qabalistic tree:

1. Repress 0: 0 is scary and evil so let's start counting at 1 instead. We are monotheistic so 1 is the true number of God. The repressed 0 becomes Da'at, the ambivalently-existent 11th sephiroth that represents the void or chasm between the upper three sephiroth and the rest. 0 becomes overcoded as 10 because Whole Numbers Are Good.
2. Split off the heavens: God is unreachable and special, so there must be an uncrossable gulf between us and him. The top three sephiroth are split off by the void (Da'at, the repressed 0), and many sources say the top three sephiroth can never be accessed or experienced (or sometimes, even comprehended). Other sources make crossing the void to reach these sephiroth the entire point.
3. Split off the Earth: The body is gross and evil and we hate our physical existence so we should split off Earth and isolate it in a degraded position, like a hanging turd. This is Malkuth, 10 (the repressed 0, still hanging around as a sphere, with it's meaning shifted to Da'at).
4. Make the sun the center: With the sun recoded as zone 1 (from 0), it becomes the center of the tree, Tiphareth, the Self. As individuals, we are nothing. I am ugly and worthless as a mortal human being, so I must self-immolate so I can realize that I am nothing and only the Sun exists.
5. Move 9 to the top: 9 becomes recoded as Kether.
6. Overcode the whole thing with the numbers 1-10.
7. Draw some lines to make an orderly pattern.

There are other ways you could describe the transform between these two trees, but this is the one that makes the most sense to me that I have found, and it requires very few operations to translate between the two. In fact, the Numogram can be converted into a tree of life in just two steps.

1. Move 9 to Kether's position and straighten the whole thing out into a boxy shape.
2. Overcode the whole thing with the numbers 1-10 and the tree of life pathways.

However, I think it is far more interesting to skip the second step, leaving the tree overcoded with the Numogram's numbers:

1. Move 9 to Kether's position and straighten the whole thing out into a boxy shape.

This produces a tree of life with secret, "true" numbers for each of the sephiroth:

- 9: Kether, Pluto, the unreachable and our gooey center (see Plutonics), "Crown"
- 6: Chokmah, Saturn, "Wisdom"
- 3: Binah, Earth, "Understanding"
- 2: Chesed, Venus, "Compassion"
- 5: Geburah, Jupiter, "Severity"
- 1: Tiphareth, Mercury, "Beauty" (this is why I could never figure out "Splendor")
- 7: Netzach, Uranus, "Victory"
- 4: Hod, Mars, "Splendor" (clearly, "Victory" and "Splendor" should be switched here)
- 8: Yesod, Neptune, "Foundation" (the planetary symbol is even a little glyph of the three columns coming together at the foundation!)
- 0: Malkuth, Sun, "Kingdom" (the sun is not our kingdom… unless it is an evil time-devourer, sneaking into our cracks with its light to gobble up time. Light travels in reverse, actually, from arrival point back to its source via quantum waveform collapse. That's why the sun is evil: it is trying to eat up all our time with its light. This is one way of getting at the concept, "the Black Sun")

As you can see, it still doesn't make a whole lot of sense, but at least it makes more sense!

I suspect many qabalists eventually think of trying to start the numbering at 0 instead of 1, and some eventually discover the immanent relations between these numbers which make up the flow patterns in the Numogram. This must be quite a shock to discover on one's own: that the mystic diagram one has been using is a scrambled, hypermasculine, perhaps even morally-inverted overcoding of the self-constructing diagram beneath it. The hypermasculinity is like stabbing butterfly pins into the Universal Spiral (the butterfly) in

order to examine it, but neurotically stretching it onto your standard-sized butterfly stand until its guts explode. It's messy, but such is the cost of order!

What I am curious about is how advanced qabalists function. Do they get the secret real (Numogrammatic) numbers of the sephiroth, or figure them out? This seems most likely, as long-term qabalistic work would likely reveal the inherent resonances of the numbers—and numbering the sephiroth 1-10 *really* doesn't make much sense. I think that whole lightning bolt emanation pattern and the 1-10 number is just a cover, a front. I expect that advanced qabalists are initiated into the correct numbers or figure it out for themselves.

- Digital English qabalism
- qabbala 101
- Tic-counting
- How qabbala (probably) works in the brain
    - Tic-counting codes meaning
    - Collapsing the difference between pairs that share the same tic-counts

Tch 7: Extending the Numogram

Extended Gates

10th: Gt-55

11th: Gt-66

12th: Gt-78 (Ciphers 8::7)

13th: Gt-91 (Ciphers 9::1)

14th: Gt-105

15th: Gt-120

16th: Gt-136

17th: Gt-153

18th: Gt-171

19th: Gt-190

20th: Gt-210

21st: Gt-231

22nd: Gt-253

23rd: Gt-276

24th: Gt-300 (clock and AOE resonance)

25th: Gt-325

26th: Gt-351

...

Gt-36: 666 Woah, here we go. This is a classic one I think. Clicks Djynxx

Paradecimally Radixed Numograms (alternate bases)

- Methods of construction
- Odd vs even numograms, differences
- Intriguing features of various alternative numograms

Base 0: Void

What would a numogram look like without any digits?

Base 1: Everything is Zero

> One digit, 0.

Base 2: Binary Numogram—Dithering

> 0 and 1

Base 3: Difference Engine—Dialectical Synthesis

> 0, 1, and 2

Base 4: Christian Cross—Love/Hate

Base 5: Atlantean Cross—Intellectual Synthesis

Base 6: Zodiac?

Base 7: Venus Venus Venus

Base 8: Wizard's Cross

Base 9: Sorcerer's Matrix

Base 16: The Hexadecimal Numogram

Base 22: The Hebrew Numogram

Base 26: The Hexavigesimal Abecedarium

With a name like that how can you go wrong?

Base 36: The Sexatrigesimal Djynxxogram

With a name that strongly implies sex and cum (sexatrigesem*in*al), this Warp-ciphering numogram is sure to deliver.

Base *i*: Conceivable?

Tch 8: Launching the Numogram

- How to fully activate the system (in theory, qabalism)
- Rites
    - Interesting, the demons that DON'T have a Rt-2 are the numbers of the gates. What does this mean?

Tch 9: Conclusion and Remaining Questions

As I have not yet had time to launch the numogram for myself (i.e., go completely insane… again), my understanding of it is largely theoretical. Nick Land's writing is also extremely erudite and esoteric, and it has taken over six months just to get this far in excavating and decoding his documents. Therefore, there are still many things I don't understand, and many remaining questions:

- Does this actually work or is it just very fancy numerology?
- What do the pitch numbers (Cth-7 to Ana-7) mean? Are they a way to calculate travel to the upper and lower worlds?
- What are the demons exactly? Are these traditional demons that can be evoked and spoken to, or are they only as described, less animate then most descriptions of demons?
- What are the musical pitches for each demon for? How were they determined?
- What are "sarkonian mesh tags," how are they generated, and why are they so useful? (I think these might be the same as mesh #s, but I thought mesh tags had 4 digits instead of 2?)
- What is decadology?
- How does Decadadence and Subdecadence work? Why do Nick & co say they're addicted to it? It seems like some kind of divination/time portal synchronicity generator, but I played it a little bit and couldn't get it to work.
- Are the 45 demons considered to be all demons that exist, or is this just a set of demons that arise from numbers, or a set that Nick has captured and bound to numbers, in a manner of speaking? I tend to think the first possibility. Understanding all 45 demons should provide a complete understanding of universal forces.
- What is plutonics? Is it capitalized?
- How is netspan capitalized? I've seen netspan and NetSpan
- What is the Atlantean Cross? Is it just the Numogram itself?

Appendix A: Appreciation and Critique

- The historiographical pedagogy of Nick Land
  - Making up personages and plagiarizing history/everything but with his own fictional/mythicized names (e.g., Nma culture) has

the effect of making me doubt everything he says, particularly factual (historical) claims. This complicates and telescopes the reading process into infinity, as every fact gets fact-checked and every assertion gets rechecked and tested against his other assertions.

- This enacts a radically engaging and effective pedagogy that teaches critical evaluation of texts and historiographical reconstruction/negotiation skills. By leaving the tattered clues of a Lovecraftian puzzle on the net, he has created a fascinating pedagogical object far more curious, mysterious, and engaging than a book such as this one. Piecing together these clues was some of the most fun I ever had, and one of the greatest real mysteries I have investigated—there are still several big questions remaining.

Appendix B: Gratuitous Numerology

This section is my newest work and is still under development. It will probably only make sense in the context of the more basic stuff (above). Numerology is the *symbolic* appreciation and use of numbers.

Cyclic doubling of syzygies

1 8 * 2 = 2 16 = 2 7

2 7 * 2 = 4 14 = 4 5

5 4 * 2 = 10 8 = 1 8

3 6 * 2 = 6 12 = 6 3 reversal

9 0 * 2 = 18 0 = 9 0 no change

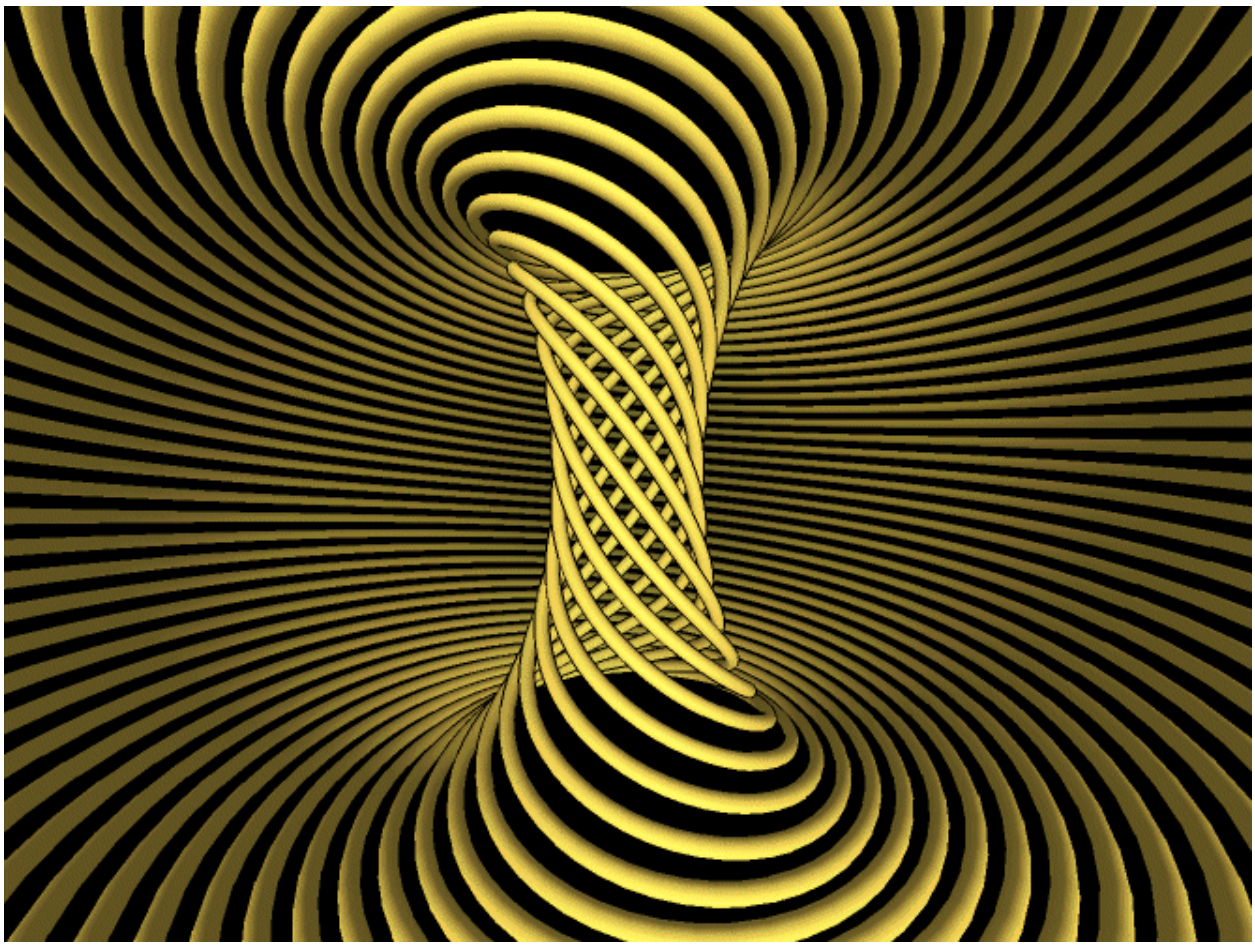
Misc characterizations

5-4 Grind energy

Smallest difference produces the biggest tension (the tension of the gap)

1-0 Lurgo

The intriguing symmetries of the Warp crossover



Check this out. In this gif, can you see the lines in the middle front going from right to left, curling up? That's Gate 15 (2→3). Watch: as the line moves upward, it curls the other direction, becoming either the Warp Current (6⇒3) or Gate 21 (6→3).

Now,

2 * 3 = 6. I wonder if this pattern works, symmetrically mirrored on the numogram?

5 * 6 = 30 = 3. Yes, it does. This produces a crisscross pattern of side-switching as 2 and 5 move up into the warp to “become” 3 and 6. This is why, in the kabbala, Chokmah and Binah have criss-cross lines to Chesed and Geburah. It also implies that the numogram is perfectly symmetrical, containing both left-hand and right-hand, upwards and downwards patterns, all plexed simultaneously. Let’s see if we can verify this with further numerological patterns (experiments).

5 + 2 = 7, so what adds up to 4, the mirror of 7?

3 + 1 = 4

2 + 2 = 4

Nope, I don’t see a pattern. But there shouldn’t be one in this case, because 5 + 2 = 7 is just the inverse of the Hold current (7 - 2 = 5), so there is cyclical symmetry, not bilateral symmetry. However, I suspect that if more of these lines were drawn, that show how different numbers add up to other numbers, a pattern might emerge.

All possible ways to add up numerals to get other numerals (without plexing) (bolded ones are non-doubles, since you can’t draw a line between a zone and itself) (also +1s are not bolded, because these lines all point to the same place, thus mapping merely the intervals on the numogram):

2 = 1 + 1

3 = 2 + 1

4 = 3 + 1

4 = 2 + 2

5 = 4 + 1

5 = 3 + 2

6 = 5 + 1

6 = 4 + 2

6 = 3 + 3

7 = 6 + 1

7 = 5 + 2

7 = 4 + 3

8 = 7 + 1

8 = 6 + 2

8 = 5 + 3

8 = 4 + 4

9 = 8 + 1

9 = 7 + 2

9 = 6 + 3

9 = 5 + 4

Ok here's a pattern. If you take all the +1s (e.g., 3 = 2 + 1), draw lines between the two numbers being added, and then draw a "virtual gate" to the target, you get an interesting pattern of gates!

Doing the same with the +2s also leads to some provocative patterns.

I think these patterns may tell us something about the netspan lemurs.

Plexing-patterns from multiplication

Let's get back to multiplication.

0 * x = 0

There's probably a word for this principle in math. 0 gobbles everythings up.

1 * 0 = 0

1 * 1 = 1 Clicks Gate 1

1 * 2 = 2

1 * 3 = 3 Clicks Gate 3

1 * 4 = 4

1 * 5 = 5

1 * 6 = 6 Clicks Gate 6

1 * 7 = 7

1 * 8 = 8

1 * 9 = 9

The multiplicative identity, the pattern of 1 is quite simple.

2 * 0 = 0

2 * 1 = 2

2 * 2 = 4

2 * 3 = 6 Clicks Gate 6

2 * 4 = 8

2 * 5 = 10 = 1 Clicks Gate 10 and 1

2 * 6 = 12 = 3

2 * 7 = 14 = 5

2 * 8 = 16 = 7

2 * 9 = 18 = 9

This is the goetia pattern in the numogram. Very mysterious.

3 * 0 = 0

3 * 1 = 3 Clicks Gate 3

3 * 2 = 6 Clicks Gate 6

3 * 3 = 9

3 * 4 = 12 = 3

3 * 5 = 15 = 6 Clicks Gate 15

3 * 6 = 18 = 9

3 * 7 = 21 = 3 Clicks Gate 21

3 * 8 = 24 = 6

3 * 9 = 27 = 9

WHAT IS HAPPENING

4 * 0 = 0

4 * 1 = 4

4 * 2 = 8

4 * 3 = 12 = 3

4 * 4 = 16 = 7

4 * 5 = 20 = 2

4 * 6 = 24 = 6

4 * 7 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

4 * 8 = 32 = 5

4 * 9 = 36 = 9 Clicks Gate 36

9 just gets into everything, doesn't it! If you've been exposed to 9 you become 9. In the same way, 0 gets into everything, but under the surface (requiring plexing to see) rather than overtly.

Here we see all numerals represented, in a reverse bunny-hop pattern.

5 * 0 = 0

5 * 1 = 5

5 * 2 = 10 = 1 Clicks Gate 10 and 1

5 * 3 = 15 = 6 Clicks Gate 15

5 * 4 = 20 = 2

5 * 5 = 25 = 7

5 * 6 = 30 = 3

5 * 7 = 35 = 8

5 * 8 = 40 = 4

5 * 9 = 45 = 9 Clicks Gate 45 and ciphers 4-5 syzygy

A very orderly bunny-hop pattern here. All numerals are represented. The AOE in full force here.

Compare with 4's list, which is this list reversed with 9 and 0 reversed (or not reversed, depending on how you look at it... wait... no... *it's starting!*). So, if you reverse 9 and 0, you enter the underworld? Swap the above and the below (9 and 0... but which is which? Probably 9 is the above, since it's above 0 on the numogram.), is that how you perform the hermetic inversion?

6 * 0 = 0

6 * 1 = 6 Clicks Gate 6

6 * 2 = 12 = 3 Ciphers Gate 21

6 * 3 = 18 = 9

6 * 4 = 24 = 6

6 * 5 = 30 = 3

6 * 6 = 36 = 9 Ciphers Gate 63

6 * 7 = **42** = 6

6 * 8 = 48 = 12 = 3

6 * 9 = 54 = 9 Ciphers 5-4 syzygy

NO WAY! 6 goes down and 3 goes up! They really are the keys, aren't they?

The enigmatic 42 appears, and oddly, only 6 * 8 requires two plexes.

7 * 0 = 0

7 * 1 = 7

7 * 2 = 14 = 5

7 * 3 = 21 = 3 Clicks Gate 21

7 * 4 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

7 * 5 = 35 = 8

7 * 6 = **42** = 6

7 * 7 = 49 = 13 = 4

7 * 8 = 56 = 11 = 2

7 * 9 = 63 = 9 Ciphers 6-3 syzygy and Gate 36

This is the pattern for 2 but in reverse, except 9 and 0 are switched! Yeah, we get it, 9, you equal 0 but with an inexplicable difference that is some kind of inversion. Thanks, divinity (traditionally associated with 9), for this opportunity to exist.

8 * 0 = 0

8 * 1 = 8

8 * 2 = 16 = 7

8 * 3 = 24 = 6

8 * 4 = 32 = 5

8 * 5 = 40 = 4

8 * 6 = 48 = 12 = 3

8 * 7 = 56 = 11 = 2

8 * 8 = 64 = 10 = 1 Clicks Gate 10 and 1

8 * 9 = 72 = 9 Ciphers 7-2 syzygy

Woah, weird multiplexing countdown going on here. Endless downward spiral stairways…

Oddly, 8's list does not click any gates.

9 * 0 = 0

9 * 1 = 9

9 * 2 = 18 = 9 Ciphers 1-8 syzygy

9 * 3 = 27 = 9 Ciphers 2-7 syzygy

9 * 4 = 36 = 9 Clicks Gate 36 and ciphers 3-6 syzygy

9 * 5 = 45 = 9 Clicks Gate 45 and ciphers 4-5 syzygy

9 * 6 = 54 = 9 Ciphers Gate 45 and 5-4 syzygy

9 * 7 = 63 = 9 Ciphers Gate 36 and 6-3 syzygy

9 * 8 = 72 = 9 Ciphers 7-2 syzygy

9 * 9 = 81 = 9 Ciphers 8-1 syzygy

9 is creepy. It's a facestealer is what it is. If you look 9 in the face then suddenly you have 9's creepy smiling face, too. The plague spreads across the earth like the masks in Aphex Twin music videos or Being John Malkovich. 9 is Anonymous.

More basically, you can see that the entire numogram is represented here. This is some of the strongest evidence that Nick Land's numogram is better than the qabbala, or is the true or secret qabbala: that each syzygy is listed both forwards and backwards when you multiply by our highest numeral, except the Plex because 0 = 9 so they are just one point (and also the source of the list/the universe).

There is an interesting mirroring of 45 and 54, which matches the grind energy they produce due to having the smallest gap. Mirroring across the middle.

Wow, so 9 Ciphers all the syzygies, and it clicks and ciphers gates 36 and 45. Why doesn't it cipher any other gates? It collapses everything to itself, and 9 = 0, and it it clicks gates 36 and 45 together… this leads me to suggest that maybe 36 = 45 might be a valid axiom, one which could enable travel or access to the Plex.

What clicks each gate?

Ok, so the reason I wrote all those lists is so we could look *across* the rows to ask: What things add up to x?

So, what things add up to, say, 21? Which lines click gate 21, and which cipher it (=12)?

What about the other gates?

(List of gates for reference)

(0), 1, 3, 6, 10, 15, 21, 28, 36, 45

Gate 1

1 * 1 = 1 Clicks Gate 1

2 * 5 = 10 = 1 Clicks Gate 10 and 1

Gate 3

1 * 3 = 3 Clicks Gate 3

3 * 1 = 3 Clicks Gate 3

Gate 6

1 * 6 = 6 Clicks Gate 6

2 * 3 = 6 Clicks Gate 6

3 * 2 = 6 Clicks Gate 6

6 * 1 = 6 Clicks Gate 6

Gate 10

2 * 5 = 10 = 1 Clicks Gate 10 and 1

4 * 7 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

7 * 4 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

8 * 8 = 64 = 10 = 1 Clicks Gate 10 and 1

Gate 15

3 * 5 = 15 = 6 Clicks Gate 15

5 * 3 = 15 = 6 Clicks Gate 15

Gate 21

3 * 7 = 21 = 3 Clicks Gate 21

6 * 2 = 12 = 3 Ciphers Gate 21

7 * 3 = 21 = 3 Clicks Gate 21

Gate 28

4 * 7 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

7 * 4 = 28 = 10 = 1 Clicks Gate 28 and 10 and 1

Oh weird... only one number pair clicks any of the gates that go to 1, and the only pair that does clicks all three of them. The numogram is truly perfect.

Gate 36

4 * 9 = 36 = 9 Clicks Gate 36

7 * 9 = 63 = 9 Ciphers 6-3 syzygy and Gate 36

9 * 4 = 36 = 9 Clicks Gate 36 and ciphers 3-6 syzygy

9 * 7 = 63 = 9 Ciphers Gate 36 and 6-3 syzygy

Gate 45

5 * 9 = 45 = 9 Clicks Gate 45 and ciphers 4-5 syzygy

9 * 5 = 45 = 9 Clicks Gate 45 and ciphers 4-5 syzygy

9 * 6 = 54 = 9 Ciphers Gate 45 and 5-4 syzygy

Interesting... the only number besides 9 to click Gate 45 is 5. Could this be a point of crossover between the AOE worldview and Lemuria? The closeness of 5 and 4 is also echoed by the closeness of 5 and 6 here, and what with 9 being traditionally associated with divinity, recalls the 5 = 6 equation ("the human is equal to the divine").

If we count up all the things on the Numogram we get some interesting numbers.

We can count all the entities on the numogram:

10 zones + 9 gates + 5 currents = 24 = 6 (25 if we include Gt-0)

We can add up all the zones: 45 (skipped the math because we know Gt-9 = 45):

Or count the currents: 5 (man I am really starting to hate 5, Nick Land and The Wild Unknown Tarot are right.)

Or add up all the gates:

1 + 3 + 6 + 10 + 15 + 21 + 28 + 36 + 45 = 165 = 12 = 3 (165 is a special number but I don't know why, I can just feel a memory of it)

Zones + Gates: 45 + 165 = 210 = 3 (210 is the 20th Gate, Gt-210! Also 210 * 2 = 420... what if there were two numograms? One would run backwards... just like the THC receptors in the brain...)

Zones + Gates + Currents: 45 + 65 + 5 = 215 = 8 (215 is also a special number but I don't know why...)

We can do the same for just the Time Circuit:

Zones: 1 + 8 + 7 + 2 + 5 + 4 = 27 = 9

Currents: 3

Gates: 1 + 36 + 28 + 3 + 15 + 10 = **93** = 3 ("love is the law, love under will"—9 is at the top in the Fixed qabbala, so is 3 Love and 9 Will? Our subterranean Willplex, Cthelll... provocative...)

Wow, would you look at that. The zones plex to 9 and the gates plex to 3. If "love is the law, love under will," well the gates are "lesser" than the zones, so 3 goes under 9. The gates are in Cthell, and 0 is under Cthell, so 0 is Love (which makes sense because it's God and 9 = 0 so they can both be Love). The number of the Law of Thelema is 93, describing the gates of the Time Circuit. So Will might be 3 because 9 is Love... or 9 might be Will because the gates are 3 and they are "under" the zones...

Zones + Gates: 27 + 93 = 120 = 3

Zones + Gates + Currents = 9 + 93 + 3 = 105 = 6 (Note, 105 is the 14th Gate, if such a thing existed Gt-105. Maybe since 14 = 5 Gt-105 is the 5th gate, Gt-15? 105 = 15, checks out. THIS IS THE KEY OUT OF THE TIME CIRCUIT VIA GT-15, I think. Does the fact that the entire Time Circuit = 105 = 6 mean that the Time Circuit is somehow "contained" within 6? That would explain why it's evil... I'm more comfortable putting yellow there now.)

For the Warp:

Zones: 6 + 3 = 9

Currents: 1

Gates: 6 + 21 = 27 = 9 (27 is one tic away from clicking Gt-28)

Zones + Gates: 9 + 27 = 36 (!!! This is the "strange communication" between the Warp and the Plex! If you sit/stay there long enough ("wait patiently in the something something"), it will take you to Cthelll...?)

Zones + Gates + Currents: 9 + 27 + 36 = 37 = 10 = 1(If we include the warp current, the connection with Cthelll is broken... good to know. Instead, it clicks Gt-10 and Gt-1)

For the Plex:

Zones: 9 + 0 = 9

Currents: 1 (do currents have a secret numerical value?)

Gates: 45 = 9

Zones + Gates: 45 + 9 = 54 = 9 (Ciphers Katak.)

Zones + Gates + Currents = 45 + 9 + 1 = 55 = 10 = 1 (Clicks Gt-10 and Gt-1)

So, if we include the Plex current, it breaks the connection with Katak and instead Clicks Gt-10 and Gt-1. Adding 10 to 45 would also happen if there were a 10th Gate, Gt-55.

Ok, what if we add up different pairs of syzygies? (we could subtract too)

The ordering is mutable so it gets messy quick.

Murrumur + Katak

45 + 18 = 63 Ciphers Djynxx

45 + 81 = 126 Paraciphers Murrumur

54 + 18 = 72 Ciphers Oddubb

54 + 81 = 135 Ciphers Gt-135

Murrumur + Oddubb

27 + 18 = 45 Ciphers Katak Clicks Gt-45 this is getting weird...

27 + 81 = 108 Paraciphers Murrumur

72 + 18 = 90 Ciphers Uttunul

72 + 81 = 153 Paraciphers Murrumur

Murrumur + Uttunul

09 + 18 = 27 Ciphers Oddubb

09 + 81 = 90 Ciphers Uttunul

90 + 18 = 108 Paraciphers Murrumur

90 + 81 = 171 Paraciphers Murrumur

Murrumur + Djynxx

36 + 18 = 54 Ciphers Katak andGt-45

36 + 81 = 117 Paraciphers Murrumur

63 + 18 = 81 Ciphers Murrumur

63 + 81 = 144 Paraciphers Murrumur

Djynxx + Uttunul

36 + 09 = 45 Ciphers Katak and Clicks Gt-45

36 + 90 = 126 Paraciphers Murrumur

63 + 09 = 72 Ciphers Oddubb

63 + 90 = 153 Paraciphers Murrumur

Djynxx + Katak

36 + 45 = 81 Ciphers Murrumur

36 + 54 = 90 Ciphers Uttunul

63 + 45 = 108 Paraciphers Murrumur

63 + 54 = 117 Paraciphers Murrumur

Djynxx + Oddubb

36 + 27 = 63 Ciphers Djynxx

36 + 72 = 108 Paraciphers Murrumur

63 + 27 = 90 Ciphers Uttunul

63 + 72 = 135 Paraciphers Murrumur and Gt-135

Looks like they all plex to 9, which makes sense because 9 = 0 and each syzygy plexes to 9. It seems like there is a systematic pattern, maybe a grid, which shows which combinations cipher which syzygies.

Adding them together can be visually represented as crossing them, that is, making them into a cross. This gets across the 4x4 nature of the interaction and makes it easier to see how each crossing generates four other syzygies.

Subtracting syzygies from themselves

72 - 27 = 45

54 - 45 = 09

90 - 09 = 81

81 - 18 = 63

63 - 36 = 27

This makes an interesting zig-zag cross pattern reminiscent of the Christian “father, son, holy spirit” self-crossing at the brow, shoulders, and heart—but in reverse, rising up the (hidden) center column of the numogram. This pattern emphasizes the links to the qabalistic tree of life, in the implication of 7::2 as compassion/expansion, the sharp fall of 5::4 as constriction/contraction, and in the lightning-bolt shape of the zig-zag, with a center column.

Note that this gives the “true name” of each syzygy, with the negative pole consistently on the left of the result (i.e., odd numbers in the ones place).

Now let’s try it again, but this time, don’t switch around which number we subtract to be the bigger one; use the result of each subtraction as the thing to subtract on the next line:

72 - 27 = 45

54 - 45 = 09

90 - 09 = 81

18 - 81 = -63

36 - -63 = 99 = 18

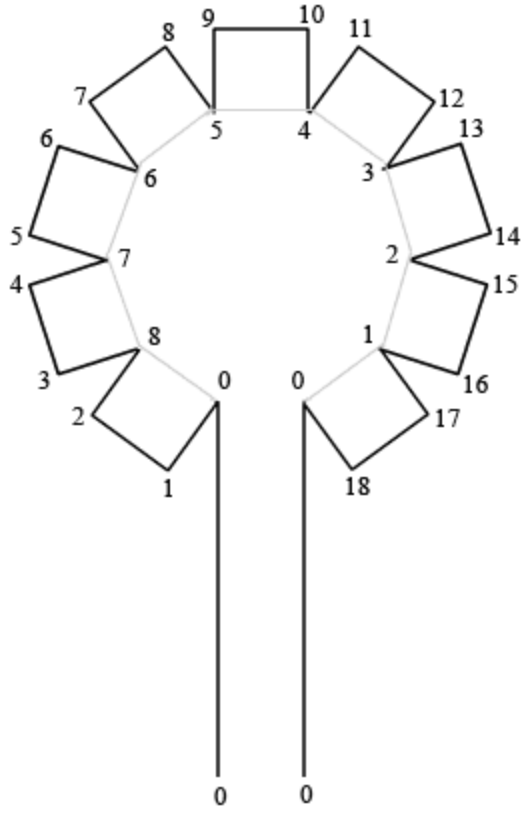
81 - 18 = 63

36 - 63 = -27

72 - -27 = 99 (begins to loop here)

Looks like an elder futhark rune.

Images of the Cyclonopedia cross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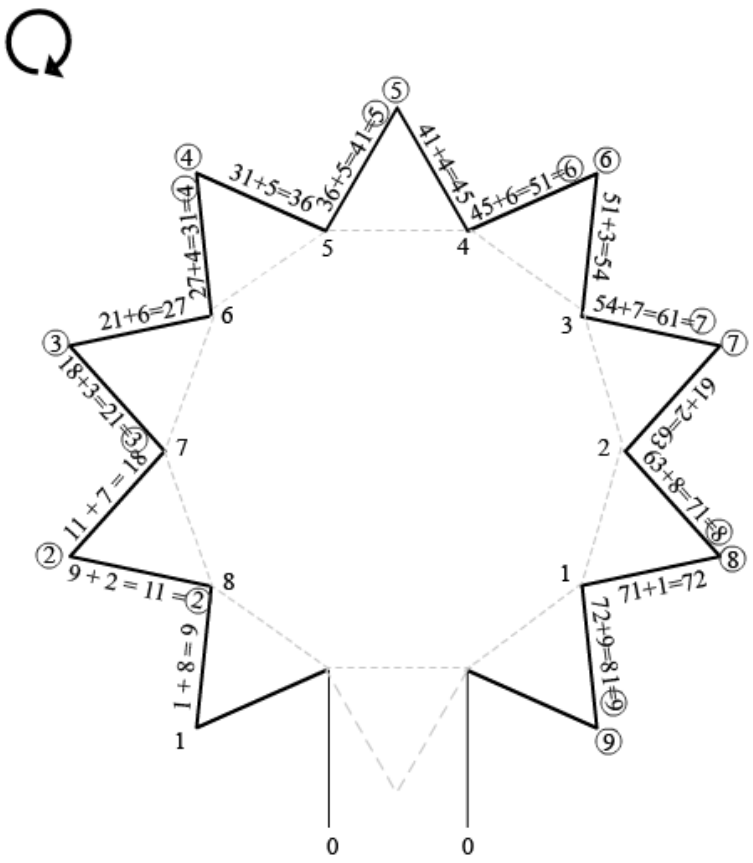
⑤
41+4=45
45+6=51=⑥
⑥
51+3=54
54+7=61=⑦
⑦
61+2=63
63+8=71=⑧
⑧
71+1=72
72+9=81=⑨
⑨
0
0
1 + 8 = 9
1
⑧
9 + 2 = 11 =②
②
11 + 7 = 18
18+3=21=③
③
21+6=27
27+4=31=④
④
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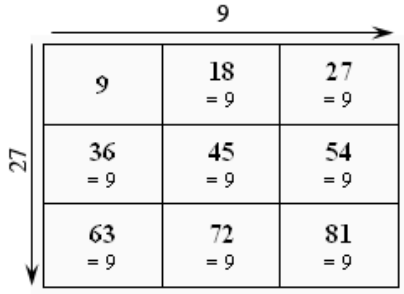
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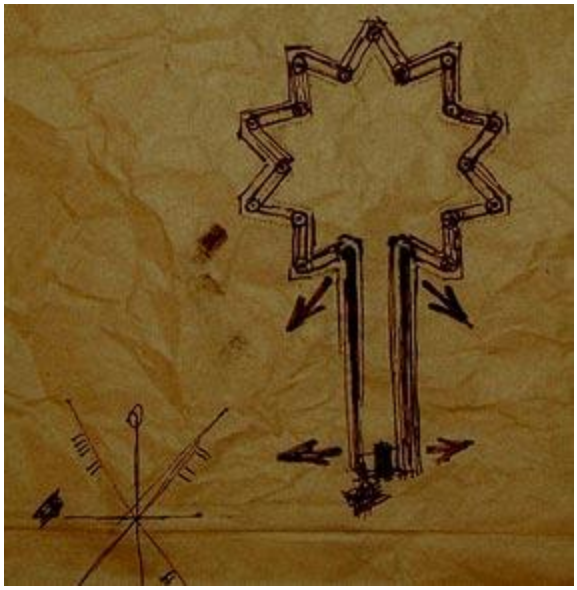
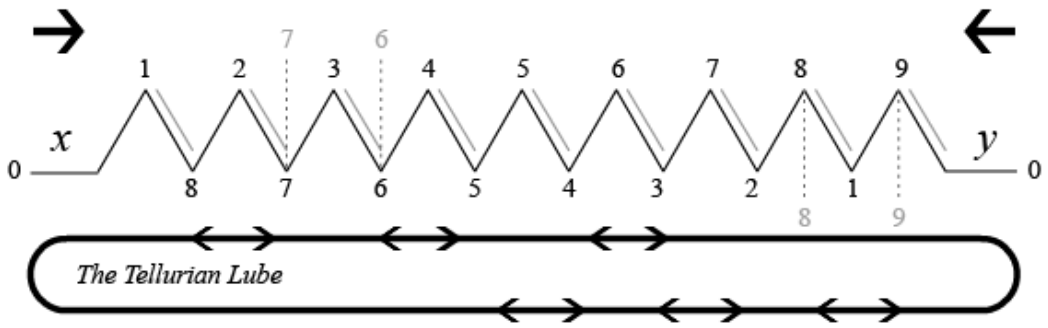
27 = 9
36 = 9
45 = 9
54 = 9
63 = 9
72 = 9
81 = 9



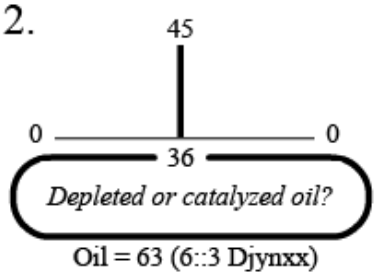
The Gog Magog Axis in progress or Erathication of the Numogram

1.



The Gog-Magog Axis or the folded cross of Akht

2.



Oil = 63 (6::3 Djynxx)

$1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 = 45 = 9$
and
$1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 = 36 = 9$

THE PLEX Uttunul 9::0

$4 + 5 = 9$
$3 + 6 = 9$
$9 + 9 = 18 = 9$
$9 - 9 = 0$

$45 + 36 = 81 = 9$

The Xerodrome

3.

Pylons of the Atlantean Cross

1-8 First (or centre) pylon

2-7 Second (or right) pylon

5-4 Third (or left) pylon

3-6 Fourth (or Crown) pylon

0-9 Fifth (or root) pylon

5::4 Fire Sulpher

7::2 Water Salt?

6::3 Oil (Earth Quintessence?)

8::1 Air Mercury

9::0 Spirit?

Sourcebook: The Pandemonium Materials

Because most of the citations made in this book are to ephemeral websites and bitrotting forum posts, I have included a copy of all the important and relevant documents here in this book.

These documents are the source of the information in this book. They are listed roughly in order of importance, and referred to throughout the book as appropriate:

1. [CCRU] The numogram pages on ccru.net. Ccru.net has been down since November of 2013, but you can access it via the Wayback Machine. Documents included in this citation:
    a. *Front page containing the numogram image*
        i. *The Decimal Labyrinth introduction page*
    b. *Number description pages for each zone*
        i. *Zone Zero*
        ii. *Zone One*
        iii. *Zone Two*
        iv. *Zone Three*
        v. *Zone Four*
        vi. *Zone Five*
        vii. *Zone Six*
        viii. *Zone Seven*
        ix. *Zone Eight*
        x. *Zone Nine*
2. *[PM] The Pandemonium Matrix. From ccru.net, this core document describes "the complete system of Lemurian demonism and time sorcery."*
3. *[BoP] Book of Paths describes the rites of the demons, indexed in the Pamendomium Matrix.*
4. *[Glossary] Glossary.*
5. [AOE] Also from ccru.net, this citation contains:
    a. Inside the Architectonic Order of the Eschaton
    b. Spheres and Degrees of the AOE
    c. Axsys-Crash
    d. The Excruciation of Hummpa-Taddum
6. [CTH] The Cthulhu Club documents describe a hyperfictional history for the numogram and its discoverers. Names of hyperstitional personages appearing in each piece will be noted in parentheses. Note that Sarkon is a mythical stand-in for Nick Land himself.
    a. Origins of the Cthulhu Club
    b. Bad Night at Wendigo's (Sarkon)
7. [MISC]

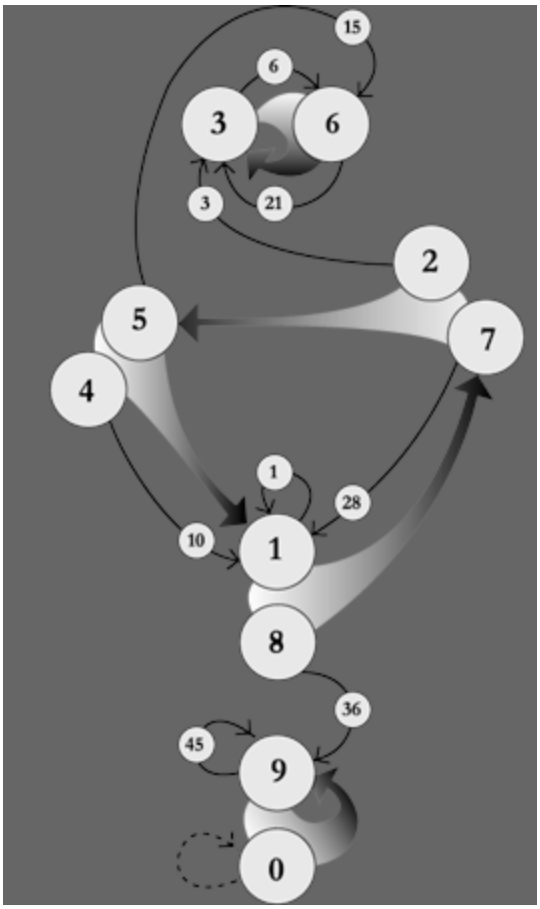
a. The A-Death Phenomenon
b. Between and Beneath the Net
c. Skin-Crawlers
d. 0(rphan) d(rift>) (archive), an art collective that made some numogram-inspired music

CCRU.net

Unless otherwise noted, the author of these pieces is CCRU as a collective entity, or "unknown/anonymous" as far as I'm concerned. Nick Land likely wrote some of them, especially the hyperfiction.

Front page—numogram image

Author: Saw Nick mention a name on hyperstition forums once



“The Decimal Labyrinth” or “Decimal Numogram”—introduction to the numogram

Pandemonium is the complete system of Lemurian demonism and time sorcery. It consists of two principal components: Numogram (time-map) and Matrix (listing the names, numbers and attributes of the demons).

The system is constructed according to immanent criteria latent in decimal numeracy, and involves only basic arithmetical operations (assembled from additions and subtractions).

The Numogram, or Decimal Labyrinth, is composed of ten zones (numbered 0-9) and their interconnections. These zones are grouped into five pairs (syzygies) by nine-sum twinning [zygonovism]. The arithmetical difference of each syzygy defines a current (or connection to a tractor zone). Currents constitute the primary flows of the numogram.

Each zone number when digitally cumulated defines the value of a gate, whose reduction sets the course of a corresponding channel. Channels constitute the secondary flows, time-holes, or secret interconnections of the numogram.

The arrangement of currents divides the Maze into three basic time-systems. Firstly, the currents of the three central syzygies mutually compose a cycle, rotating in anticlockwise steps. Lemurian sorcery calls this inner loop the Time-Circuit. Secondly, and thirdly, in both the Upper and the Lower syzygies the currents produced fold back into (a half of) themselves, constituting autonomous loops: the Warp (upper), and Plex (lower). Warp and Plex circuitries are of an intrinsically cryptic nature, which is compounded by the enigmas of their interconnection. They are variously considered to be Outside- or Outer-time.

The gates and their channels knit the Maze together, providing connections between otherwise incompatible time-systems. They open and close the ways of sorcerous traffic. Although each gate deranges time in its own way, their operations vary with a certain regional consistency.

1. *Numogram and Otz Chaiim.*

To those familiar with the Western Magical Tradition, it is likely that the Numogram will initially evoke the Qabbalistic Tree of Life. Both are constructed as decimal diagrams, involving webs of connectivity between ten basic zones, mysteriously twisted into a cryptic ultra-cycle (that links upper and lower regions). Both treat names as numbers, and numerize by digital reduction and cumulation. Both include passages across abysmal waters and through infernal regions. Both map zones onto spinal levels.

Despite these manifold interlinkages, there are compelling reasons to consider the Tree of Life a scrambled variant of the Numogram, rather than a parallel system. During its long passage through Atlantean and post-Atlantean hermetic traditions the systematic distortions of the Numogram (introduced to confuse the uninitiated) gradually hardened into erroneous doctrines, and a dogmatic image of the Tree.

Most evidently, a vulgar distribution of the numbers - in their exoteric counting-order - was substituted (redundantly) for the now esoteric numogrammatical distribution, which proceeds in accordance with immanent criteria (the web emerging qabbalisitically from the zone-numbers themselves). More devastatingly, the original consistency of numeracy and language seems to have been fractured at an early stage, introducing a division between the number of the Sephiroth (10) and that of the Hebrew alphabet (22). The result was a break between the nodes of the tree and the interconnecting paths, ruining all prospect of decipherment. The Sephiroth - segmented over-against their connections - become static and structural, whilst the paths lose any rigorous principle of allocation. A strictly analogous outcome is evident in the segmentation of the Tarot into Major and Minor Arcana. Increasingly desperate, arbitrary, and mystifying attempts to re-unite the numbers and their linkages seems to have bedevilled all succeeding occult traditions.

2. *Numogram and I Ching.*

There is considerable evidence, both immanent and historical, that the chinese I Ching and the Nma numogram share a hypercultural matrix. Both are associated with intricate zygonomies, or double-numbering systems, and process abstract problematics involving subdivisions of decimal arrays (as suggested by the Ten Wings of traditional I Ching commentary). Digital reduction of binary powers stabilizes in a six-step cycle (with the values 1, 2, 4, 8, 7, 5). These steps correspond to the lines of the hexagram, and to the time-circuit zones of the Numogram, producing a binodecimal 6-Cycle (which is also

generated in reverse by quintuplicative numbering). In both cases a supplementary rule of pairing is followed, according to a zygonovic criterion (9-twinning of reduced values: 8:1, 7:2, 5:4, mapping the hexagram line pairs).

The numogram time-circuit, or I Ching hexagram, implicitly associates zero with the set of excluded triadic values. It is intriguing in this respect that numerous indications point to an early struggle between triadic and binary numbering practices in ancient chinese culture, suggesting that the binary domination of decimal numeracy systematically produces a triadic residue consistent with nullity. The hexagram itself exhibits obvious tension in this respect, since it reinserts a triadic hyperfactor into the reduced binodigital set (compounded by its summation to twenty-seven, or the third power of three).

An ancient binotriadic parallel to the I Ching, called the T'ai Hsuan Ching (or Book of the Great Dark) consisted of eighty-one tetragrams, reversing the relation of foregrounded

and implicit numerical values. The division of Lao Tse's Tao Te Ching into eighty-one sections suggests that this numerical conflict was an animating factor in the early history of Taoism.

3. *Ethnography of the Nma.*

Nma culture cannot be decoded without the key provided by the Lemurian Time-Maze. The influence of a hyper triadic criterion of time is evident in the relics of Nma kinship organization, calendrics, and associated rituals. Prior to the calamity of 1883, the Nma consisted of true tribes (tripartite macrosocial divisions). They were distributed in a basic tridentity (interlocking large-scale groupings into Tak- Mu- and Dib-Nma), supported by a triangular patrilocal marriage-cycle. Each marriage identified a woman with a numogram current, or time-passage. (Tak-Nma women marrying into the Mu-Nma, Mu-Nma ditto Dib-Nma, Dib-Nma ditto Tak-Nma). The common calendar of all three tribes was based upon a zygotriadic system (using 6 digits to divide a double-year period of 729 days into fractional powers of three). The Mu-Nma still employ such a calendar today. (The current Mu-Nma calendar is adjusted by regular intercalations of three additional days every second cycle, or four years. The earlier practice of intercalations is not easily recoverable).

In the rituals of the Nma the time-circuit is concretized as a hydro-cycle: a division and recombination of the waters. The three stages of this recurrent transmutation are, 1) the undivided waters (oceanic), 2) cloud-building (evaporation), and 3) down-pour (precipitation, river-flow). These are associated with the great sea-beast (Mur Mur), the lurker of steaming swamps (Oddubb), and that which hunts amongst the raging storms (Katak). The cycle is closed by a return to the abysmal waters, intrinsically linking the order of time, and its recurrence, to an ultimate cataclysm (prior to any opposition of cyclic and apocalyptic time). It is in this context that the transcultural deluge-mythos can be restored to its aboriginal sense (which also corresponds to the Hindu Trimurti, with its three stages of creation, preservation and destruction).

The Zones

The Decimal Numerals

Ccru is committed to an ongoing research program into the numeracy of the 'lost lemurian polyculture' apparently terminated by the KT missile of BCE 65,000,000.

During the last century, various aspects of this primordially ancient 'digital hyperstition,' 'mechanomics,' 'schizonumerics,' or 'numbo-jumbo' have been painstakingly re-assembled through certain cryptic investigations, pre-eminently those associated with the names Echidna Stillwell, Chaim Horovitz, and Daniel Barker.

From the Mu-Archive in Tibet Horovitz unearths an 'ultimate decimal qabbala' oriented to the cultic exploration of the numerals zero-to-nine as cosmic zones. In contradistinction to the late-Babylonian (or Judeo-Christian) qabbala, the 'method of Mu' involves a rigorous collapse of transcendent symbolism into intrinsic or immanent features, excavating the latent consistency between the numerical figures, their arithmetic functions, and their cultural associations. Horovitz describes these procedures as a diagonal path between esoteric numerology and exoteric mathematics, and also defines them negatively as a 'non-numerology' or 'ulterior-arithmetic.'

Atlanto-Babylonian State-societies preserved some of the most fully degraded late-Muvian conclusions, but only by assimilating them to a 'Gnostic Arithmetic,' fossilizing the numbers into spiritual beings, ideal individuals, and general concepts. Within these familiar traditions the sense of the numbers as raw functions of cosmic distribution was systematically subordinated to magical and religious principles, whilst their intensive potentials as transmutational triggers was drained-off into geometrical structures and logical representations.

The productive synthesis of Stillwell's numogrammatic researches with Barker's 'tic-systemic' approach provides the requisite cutting-tools for re-opening the virtual-numeric labyrinth. This involves the re-activation of those 'lemurian' cultural practices which traffick with numbers as techno-sorcerous entities: the diagrammatic tokens, intensive thresholds, cosmic coincidences and hyperstitional influences that populate the plane of Unlife.

Lemurian Planetworks

Ccru has collated material from a series of occultural investigations that demonstrate the virtual existence of a lost lemurian art of interplanetary communication, or ‘planetwork.'

This system maps the major bodies of the Solar-system onto the ten digital labyrinth Zones (beginning from Sol = 0). The numerals one to nine function as astronomical ordinals, designating the terms of the planetary sequence in ascending order of orbital span (mean distance from the sun), orbital period (local year length), and gravitational attenuation (einsteinean spatial flatness). This heliocentrism (with its implicit repudiation of terrestrial phenomenology) does not contradict the broad counter-solar trend in lemurian culture, with its repulsion of centralization and gravitational capture. There has never been a lemurian solar cult.

Lemurian Planetwork communicates with the substellar bodies as distributed hyper-intelligences exerting singular influences (or ‘Barker-traces'). These planetary forces of suggestion are propagated through contemporary mythologies, systematic coincidences,

and accidental scientific fictions (whether lunar seas, martian canals, jovian monoliths, or life on Europa).

Various cryptic records indicate the existence of considerable calendrical lore based upon the Planetwork system, yet little of this has been definitively reconstructed. What is certain is that it takes the mercurian year for its basic unit, and uses this regular beat in the calendrical interweaving of (nonmetric) speeds and slownesses.

The Zone-Sequence - by mercurian periods - with planetary attributions:

Zn-0 [0000.00] Sun

Zn-1 [0001.00] Mercury

Zn-2 [0002.55] Venus

Zn-3 [0004.15] Earth

Zn-4 [0007.95] Mars

Zn-5 [0049.24] Jupiter

Zn-6 [0122.32] Saturn

Zn-7 [0348.78] Uranus

Zn-8 [0684.27] Neptune

Zn-9 [1028.48] Pluto

Digital Hyper-System

Many tales tell of a lemurian hyperstition composed of numbers that function as interconnected zones, zone-fragments, and particles.

With Stillwell's epoch-switching discovery of the Numogram - and subsequent mapping of this 'digital labyrinth' - it became possible to compile cartographies of these zones, in which numbers distribute themselves throughout tropics, clusters, and regions. The zones thus function as diagrammatic components of flat cosmic maps (variously charting systems of coincidence, nebular circulations, spinal nestings, and the folds of inner/outer time).

Amongst numerous systematizations of occult cartography, that of Chaim Horovitz (direct descendant of the infamous 'mad rabbi of Kiev') is especially remarkable. Based

upon lemurian digital relics extracted from the Mu-Archive, it enables the conversion of numogram-zones (and sub-zones) into cascade-phases, accessed through numerical 'doors.' The Horovitzean phases constitute qabbalistic groupings or cross-sections of the pandemonium population (simultaneously numbering the impulse-entities and defining their collective 'tone'). Those critics who seek to reduce Horovitz's work to an 'immensely indirect rediscovery of Pascal's triangle' fail to appreciate either the true antiquity of 'Pascal's' system or the machinic novelty of it's Horovitzean reanimation.

Systematic issues concerning the Numogram Gates have been separated out from the other interconnective features of the zones. It has been known since the dawn of occult cartography that every Zone supports a Gate, and that their corresponding channels spin the web of esoteric fibres. All sorcerous cultures involve themselves in the exploration of these paths.

A Sarkonian mesh-tag is provided for each zone as a key to Axsys-format and Crypt-compatibility.

Zone Zero

The Numeral 0

The modern figure zero (0) is a closed circle, oval, or ellipse (sometimes differentiated from the letter ‘O' by a diagonal slash). Its archaic Hindu form was the ‘bindu' (or dot, retained in the modern system as the ‘decimal point'). Both of these ciphers are of such abstraction that no rapid summary can be other than misleading.

The figure ‘0' designates the number zero, anterior to the distinction odd/even, and also to the determination of primes (zeroth prime = 1).

Zero is the only natural number that is indivisible by one. The division of any number by zero produces an infinity (multiplication of any number by zero = 0), in this respect zero treats itself as any other number.

Zero digitally cumulates to zero.

Numeric Keypad direction: anomalous.

As an arithmetical function zero is strongly affined to place value - or ‘positional' - systems in which it typically operates as the designator of empty magnitudes. The modern decimal and binary systems are the most familiar examples of such modular numeracies. (The widespread assumption that such a zero-function is indispensable to any possible place-value numeracy is, however, a fallacious one).

On the number line zero marks the transition from negative to positive numbers. In modern binary code zero is instantiated by electronic ‘off' (see One). In set theory zero

corresponds to the null (or empty) set. In coordinate geometry zero marks the ‘origin' or intersection point of all dimensional axes, and is marked uniquely across all dimensions. In game theory a zero-sum game is one in which all gains and losses are mere redistributions (‘I win, you lose' or inversely). In Boolean algebra zero symbolizes logical negation. Absolute zero (or zero-degrees Kelvin) marks the cryonic limit of physically attainable temperature. In schizoanalysis ‘zero-intensity' designates the planomenon, plane of consistency, or body without organs (immanent to all intensities).

With no other number does arithmetical function cross so imperceptibly into religious and philosophical abstraction. There is a mathematico-cosmic continuum connecting the numeral zero to concepts of nullity, nihility, nothingness, absence, emptiness, void (Hindu ‘Sunya'), vacuum, and neutrality.

Zero also has an initiatory sense, as indicated by the ‘year zero' of new beginnings, or cycles (as in the case of the Y2K 00-date, and in that of the zero-strings marking accumulations in the Hindu ‘Yugas'). A similar function is that of ‘time-zero,' or ‘zero-hour' (synchronizing a distributed operation, particularly one of a military nature).

The Zeroth Planet: Sol

The Sun (Sol-0) is by far the largest body in the Solar-system. It spins on its own axis at different speeds (with a period of rotation varying from about 36 Earth-days at the poles, to 25.4 at the equator). The sun-spot cycle - driven by periodic reversals in the solar magnetoprocess - lasts for approximately twenty-two years.

The Sun is approximately 4.5 billion years old, roughly half-way through its normal existence (or main-sequence of hydrogen-to-helium nucleosynthesis). After the completion of this phase it is destined to expand into a Red Giant (consuming the inner Solar-system). Its current temperature varies enormously according to depth, between 5,800 k at the surface to 15,600,000 k at the core. The pressure at the Sun's core is equivalent to 250 billion (terrestrial) atmospheres.

The preponderance of the Sun's mass within the Solar-system is such that the orbits of the planets (notably Jupiter) only produce minor perturbations in its behavior. Solar radiation sustains all photosynthetic activity on Earth, and thus all plant-based terrestrial life. Its wide range of complex and ambivalent effects extend from regulating circadian biorhythms to triggering skin-cancers.

The Sun's magnetic field (the heliosphere) is immensely powerful by planetary standards, extending beyond the edge of the outer Solar-system (as defined by the orbit of Pluto). Other Solar-influences - in addition to gravitational and electromagnetic forces - include the solar-wind (which also extends, on a declining gradient, beyond the edge of the solar-system).

The two predominant aspects of the Earth's mechanical relation to the Sun - the day and the year - have been the basis of traditional human time-keeping. The earliest known clocks were sun-dials.

Sun-worship is extremely prevalent within human religious history. The apparent rotation of the Sun around the zodiac is the keystone of exoteric astrology (allocating Sun-signs). Oecumenic Sunday is dedicated to Sol.

System Notes

Zone-0 is the first of two zones mutually composing the Plex-region of the Numogram. Its Syzygetic-twin is Zone-9. This 9+0 Syzygy is carried by the demon Uttunul (see Zone-9). Zone-0 provides the terminus for a single Plex-channel (the 0th).

Systematic consistency suggests that Zone-0 envelops the Zeroth-Phase of Pandemonium, but as this includes nothing beyond itself it constitutes a nominal or virtual multitude and an "absolute abstraction." Zone-0 has no separable power of initiation, and since it does not support imps (or impulse-entities) - even of the first degree - there is no zeroth door.

The Zeroth Gate (Gt-00) seems to connect Zone-0 to itself, but its nature is peculiarly problematical, and within the Mu-Archive texts its ultimate reality is fundamentally disputed. Many versions of the Numogram delete it entirely. Horovitz says of this Gate that "between its existence and nonexistence there is no difference."

Mu Tantrism plots Zone-0 intensities onto the Coccygeal level of the spine, the vestigial remnant of a lost tail (and biotectonic link to the ancient lemur-people).

Zone-0 is allotted the Sarkonian Mesh-Tag 0000.

Lemurian subcultures associate Zone-0 with the dense void of the cosmic hypermatrix, upon which absolute desolation crosses infinity as flatline and loss of signal. Blind Humpty Johnson's Channel-Zero 'black snow' cult communicate the influence of this zone in their call for the return of true Tohu Bohu or the subprimordial Earth.

Centauri subdecadence maps Zone-0 onto the eclipsed side of the Fifth (or Root) Pylon on the Atlantean Cross. As the dark aspect of Foundation ('deep past') it corresponds to the protocosmic abyss anticipating primal reality, fusing indissociably into the ultimate gulfs of chaotic unbeing.

Stillwell links Zone-0 to the unvoiced Munumese quasiphonic particle 'eiaoung,' the 'silent whisper of the ulterior depths.'

Phase-0 Lemurs

Phase-0 tolerates no populations of any kind.

Zone One

The Numeral 1

The figure one (1) - elaborated from a simple vertical stroke - is at least semi-ideographic as a relic tally-mark (basically identical in this respect to the Roman numeral 'I'). This figure has obvious phallic resonance (especially in contrast to the sign for zero (0)). Its relation to the figure seven (7) is supported by numerological analyses (since seven cumulated (28) reduces to one).

The figure '1' designates the number one, first odd number (with odditude of aleph-null), and the zeroth prime (first prime = 2).

One is the lowest cardinal number, and the first ordinal.

One digitally cumulates to one.

Numeric Keypad direction: South-West.

In modulus-2 systems the numeral one bears all (non-zero) values (corresponding to powers of two). Binary informatic systems code electronic 'on' as 'one.'

The number one is exceptionally multivalent. It has two basic cardinal values - both deriving from its status as the smallest, basic, or irreducible factor defining the natural number series - that of the elementary, the atom, the unit or module - 'one alone' - and also that of the whole, the complete, unity as totality, the universe. Its ordinal value as first, primary, principal, or initial is fractured by the ordinal function of zero, but retains much of its ancient dignity as the beginning of the counting series.

In addition one bears a diversity of quasinumerical and logical associations, including self-identity ('oneself,' 'one and the same'), nondifferentiation, uniqueness ('one of a kind'), logical universality, uniformity, and - at a further remove, or more problematically - singularity (anomaly, exception), and the unilateral ('one-sided,' unbalanced, disequilibriated).

One also has a complicated syntactical-linguistic usage that interlinks with its numerical and logical functions. In particular it operates as a carrier of nominal and indefinite reference ('the one that,' 'someone or anyone,' 'once upon a time'), which extends also to relation ('one another').

Within monotheistic cultures One attains a supreme dignity, identifying God directly with 'the One' (or 'the Old One'). In this context one is bound to the 'I am that I am' of YHVH, and to the absolute concentration of religion within the assertion that 'there is no God but God.' H P Lovecraft upsets this exclusive and definitive sense of the One by reintroducing the plural and multiple, whether grammatically as in the case of 'the Old Ones,' or thematically, as in that of Yog Sothoth, who is described as the 'all in one, and one in all.'

The First Planet: Mercury

Mercury is the innermost planet of the Solar-system (with a mean orbital distance from the sun of approx. 58,000,000 km). The mercurian year (approx. 88 Earth-days in length) is also the swiftest, which accounts for it's use as the base calculative unit in planetwork calendrics.

Due to it's long day (approx. 58.7 Earth-days in length) Mercury has semi-permanent light and dark sides (with average temperatures of +430 and -180 degrees celsius respectively).

Mercury has a weak magnetic field (approx 1% the strength of Earth's).

In Roman mythology Mercury (a latinization of the greek Hermes) is known as the messenger of the gods, associated with communication and trade.

The element Mercury (or 'quicksilver,' symbol Hg) has particular alchemical importance, shared in Indian yogic traditions (where it is ritually ingested to produce an anorganic cosmic body).

In Lemurian Planetwork Mercury is astrozygonomously paired with Neptune.

System Notes

Zone-1 is the first of the six Torque-region Zones of the Numogram, and Tractor-Zone of the 5-4 (or 'Sink') Current. Its Syzygetic-twin is Zone-8. This 8+1 Syzygy is carried by the demon Murmur (see Zone-8). Zone-1 provides the terminus for three Torque-channels (the 1st, 4th, and 7th).

Zone-1 both initiates and envelops the First-Phase of Pandemonium (including 2 impulse-entities). This phase consists of nothing beyond the Zone (1) and the Door (1::0), thus tending to a highly 'idealized' state. Zone-1 has a particularly powerful and manifest initiatory dimension. The First Door - or 'Door of Doors'- is attributed by Muvian sorcery to the amphidemon (and imp of the first degree) Lurgo (1::0) 'the Initiator,' and widely related to Legba (the first and last Loa to be invoked in any vudu ceremony).

The First Gate (Gt-01) connects Zone-1 to itself, and its corresponding channel provides a reduced microcosmic model of the Torque as a whole, in which Zone-1 provides both beginning and end. In this respect Horovitz describes Zone-1 'turning forever into itself.'The resulting metastability of this channel accounts for its strong associations with all known variants of the Bubble-Pod mythos.

Mu Tantrism plots Zone-1 intensities onto the Dorsal (or Thoracic) level of the spine, which maps onto the domain of lunged creatures (and colonization of the land).

Zone-1 is allotted the Sarkonian Mesh-Tag 0001 (matching the primordial click of Tzikvik cipher-shamanism).

Lemurian subcultures associate Zone-1 with (meta)static pod-deliria and techno-immortalism. It maintains relatively recent religious structures patterned on transcendent-oppressor 'sky-god' divinity, as well as harboring the more archaic gnosis of the shelled 'old one' who supports the world (turtle cults).

Centauri subdecadence maps Zone-1 onto the palpable side of the First (or Center) Pylon on the Atlantean Cross. As the light aspect of Anamnesis ('memories and dreams') it corresponds to enduring ideas, historical time and remembrance (recall).

Stillwell links Zone-1 to the Munumese quasiphonic particle 'gl,' emanating from the sublaryngeal region (the Horowitzean 'collapsed gargle' or 'glottal spasm,' a relic from lost gilled/gulping life-forms).

Stillwell's ethno-topography of the Nma allocates Zone-1 to the coral atolls of the Mu Nma, and through their hydrocycle mythos to shallow seas.

Zone-1 totem animals are drawn from the spectrum of armored fish creatures (combining a basic icthyoid model with traits extracted from crustaceans, mollusks and gastropods).

Phase-1 Lemurs

[M#00] 1::0 Lurgo

Zone Two

The Numeral 2

The figure two (2) is quasisymmetric with the figure five (5). This pairing is echoed in the alphabet by the letters 'Z' and 'S' (whose shared consistency across case and phonetic coherence has been taken by figural grammarians as indicative of a zygophidian - or 'forked-tongue' - cultural source).

The figure ‘2' designates the number two, the first and definitive even number, and the first prime (second prime = 3).

The encounter with the irrationality of the square-root of two has special importance in the disturbance of Hellenic (‘rationalistic') arithmetic. It is rumoured that the Pythagoreans resorted to assassination in their attempt to suppress this discovery.

Two digitally cumulates to three.

Numeric Keypad direction: South

The mechanical importance of bi-stable (on/off) micro-states within contemporary electronic data-systems has resulted in a vast and diffuse cultural investment in modulus-2 numeracy (pure place-value semiotics). ‘Digital' and ‘binary-coded' have now become almost synonymous in their colloquial usage.

Perhaps the supreme exemplar of a binary-numeric system is that of the ancient Chinese I Ching (or ‘book of changes'), which involves both binary numeracy (of broken and unbroken lines) and double-numbering (of numeric hexagrams tagged by a series of ordinal numbers). It is Leibniz' study of this text which elaborates the first Western example of modern binary arithmetic.

The syzygetic (or zygonomous) power of two is a productive of an entire series of subtly differentiated binary concepts, which include: coupling, twinning, doubling, polarity, schism, contrast, balance, opposition, and reflection.

Binarity is multiply ambivalent. It conspires with both the certainties of analytical reason in general, by way of two-value logics (governed by the principle of the ‘excluded middle'), and also the uncertainties of dialogue, or ‘two-way' communication. It is associated - equally or unequally - with both justice (even-handedness, seeing both sides of a ‘dilemma'), and deceit (two-faced, two-timing, double-dealing ...).

Duality is particularly widespread within biological order, from the ‘base-pairs' of (RNA and) DNA code, through the binary fission of bacterial propagation, the (binary) sexual difference of meiotic reproduction, to the bilateral symmetry of the typical vertebrate organism with consequent pairing of limbs (arms, legs), sense-organs (eyes, ears), lungs, brain-hemispheres, etc. ‘Dual-organization' provides a basic model for primordial human kinship structure.

Many aspects of binarity are prominent within religious systems, whether gods with two heads or faces (such as the Roman Janus, and the Deleuze-Guattari gods of the State), twin gods (the Dogon Nommo, or the Zoroastrian couple Ahriman/Ormuzd), divine couples (god-goddess pairings being widespread throughout many religions), and twice-born gods (both Zeus and Dionysus amongst the Greek pantheon, for instance). Hindu culture describes Brahmins as ‘twice-born.'

The Second Planet: Venus

Venus (or Sol-2) has a mean orbital distance from sun of 108.2 million km. The Venusian year is approx. 224.4 Earth days in length. Since the rotation of Venus is very slow (and also retrograde) a Venusian day (lasting 243 Earth-days) is longer than its year.

In recent times Venus has become the exemplary victim of a ‘runaway greenhouse effect' which has rendered it infernal (with a uniform surface temperature of +462 degrees celsius).

Venus has no magnetic field.

Venus has been historically identified by two different names, known as the morning star (Phosphorous or Lucifer) when seen in the East at sunrise, and the evening star (Hesperus) when seen in the West at sunset. The Roman goddess Venus (a latinization of the greek Aphrodite) was the deity associated with female beauty and love (accounting in part, perhaps, for Burroughs' hatred of Venusians).

In Lemurian Planetwork Venus is astrozygonomously paired with Uranus.

System Notes

Zone-2 is the second of the six Torque-region Zones of the Numogram. Its Syzygetic-twin is Zone-7. This 7+2 Syzygy is carried by the demon Oddubb (see Zone-7).

Zone-2 both initiates and envelops the Second-Phase of Pandemonium (including 4 impulse-entities). With cryptic rigor Horovitz thus describes Zone-2 as "reduplicating its double-twinness though its multitude." As initiator it functions as the Second Door, invoked by K-goth cults as the "Main Lo-Way" into the Crypt. Muvian sorcery identifies this door with the amphidemon (and imp of the first degree) Duoddod (2::0).

The Second Gate (Gt-3) connects Zone-2 to Zone-3, and its corresponding channel draws an intense line of escape from the Torque to the Warp. This passage is especially compelling, since it is multiply consolidated by cumulation, prime-ordination, and mesh-tagging. Tzikvik shamanism both honours and fears the Second Gate as the opening to the "way of the Storm-Worm."

Zone-2 is allotted the Sarkonian Mesh-Tag 0003.

Lemurian subcultures associate Zone-2 with crypt-navigation, occulted cyberspace and the spectral / liminal populations of hallucination and time fragmentation (greys, ghosts and zombies). Zone-2 mirrors Zone-5 and shares in its ‘Hyperborean’ themes of time-lapse and abduction.

Centauri subdecadence maps Zone-2 onto the eclipsed side of the Second (or Right) Pylon on the Atlantean Cross. As the dark aspect of Genesis (‘creative influences’) it corresponds to epidemic fertility (bacterial fission, clones, replicants, vampiric contagion).

Stillwell links Zone-2 to the Munumese quasiphonic particle ‘dt’ (the Horowitzean ‘imploded fricative/fractured plosive’).

Stillwell’s ethno-topography of the Nma allocates Zone-2 to the interior marshlands of the Dib Nma, and through the Mu Nma hydrocycle mythos to mist, vaporization and hazing.

Zone-2 totem animals are modelled on metamorphic insects, principally lepidoptera (moths and butterflies) but also dragonflies and dibboma flashbugs.

Phase-2 Lemurs

[M#01] 2::0 Duoddod

[M#02] 2::1 Doogu

Zone Three

The Numeral 3

The figure three (3) is semi-iconic (incorporating a stack of three horizontal strokes). It is quasisymmetric with the (upper-case) letter ‘E,' and partially echoed in the figure ‘8' (designating the third power of two). Figural grammarians consider it to involve a progression of compressive folding beyond ‘1' and ‘2.'

The figure ‘3' designates the number three, the second odd number (with odditude of 1), and second prime (third prime = 5).

Three is the square-root of nine (relating it intimately to Barkerian arithmetic and Zygonovism).

Three digitally cumulates to six.

Three is itself the sum of the three preceding natural numbers (0 + 1 + 2 = 3), demonstrating a unique affinity with numerical triangularity.

Numeric Keypad direction: South-East.

A peculiarly obsessive triadic numeracy is evidenced in the vulgar (‘zygotriadic') calendar of the Mu Nma.

The number three is unique for both the intensity and diversity of its cross-cutting hyperstitious investments. It is associated on the right hand with numerological completeness and transcendence, and on the left hand with the middle, the between, and the diagonal line.

Prevalent triplicities include (amongst many others) the three dimensions of manifest time (past, present, future) and space (height, length, depth), the triad game (paper, scissors, stone), the Atlantean Tridentity (Nunnil-Ixor, Domu-Loguhn, Hummpa-Taddum), the Hindu trimurty (Brahma, Vishnu, Shiva) and gunas (rajas, tamas, and sattva), the alchemical elements (salt, sulphur, and mercury), the Christian trinity (Father, Son, Holy ghost), the stages of formalized dialectic (thesis, antithesis, synthesis), the oedipal triangle (daddy, mummy, me), and the three virtuous monkeys (blind, deaf, and mute to evil). History exhibits strong tendencies towards a triadic order of the world, both in the realm of mythology (heaven, hell, limbo), and in that of geopolitics (first-, second-, and third-world). The extraordinary numinousness of the number three is also indicated by ethnomes such as tribalism, tributaries, trickery, and trials, the three body problem, three wishes, three fates, three graces, the third-eye, and the arch-magician (Hermes) Trismegistus.

Atlantean sources relate the cultural dominance of the number three to the fact that Alpha Centauri is a triple system.

The Third Planet: Earth

Earth (or Sol-3) has a mean orbital distance from the sun of approx. 149,600,000 km, defining the standard Astronomical Unit (AU). Its orbital period (of approx. 365.2422 Earth days) and rotational period (approx. 24 hours) are used as the basis of terrestrial calendrics (along with the period of its satellitic - lunar - orbit), and traditionally for time-keeping (now supplanted by atomic clocks).

The Earth has one moon - Luna - of abnormal size relative to that of the planet, and exercizing considerable influence, principally through tidal forces. Lunar influences - such as that evident in the human ovulatory cycle - have consolidated deep cultural associations between the moon, oceans, women, blood, sorcery, and madness (lunacy).

The Earth is the densest major body in the Solar-system. It is polarized by a moderate magnetic field which reverses intermittently (once or twice every million years). By the end of the second millennium of the Common Era the Earth was still the only known source of life in the Universe.

Prior to the Copernican revolution (in the C16th) the Earth was considered to be the centre of the Solar-system - and even of the universe - by the dominant cultures of mankind (an orthodoxy ruthlessly defended by the Christian Church among others).

Alone amongst the Planets, the Earth is not named after a Greek or Roman deity. The name ‘Earth' is of Anglogermanic origin. (The Greek goddess Gaia is increasingly evoked as the name for Earth conceived as a living macro-entity, provoked in part by systemic - or ‘ecospheric' - changes in climate, atmosphere, and biodynamics).

In Lemurian Planetwork the Earth is astrozygonomously paired with Saturn.

System Notes

Zone-3 is the first of the two Warp-region Zones of the Numogram, and Tractor-Zone of the 6-3 (or 'Warp') Current. Its Syzygetic-twin is Zone-6. This 6+3 Syzygy is carried by the demon Djynxx (see Zone-6). Zone-3 provides the terminus for two channels, one each from the Torque (the 2nd), and the Warp (the 6th).

Zone-3 both initiates and envelops the Third-Phase of Pandemonium (including 8 impulse-entities). In the first of these aspects it functions as the Third Door, which opens onto the Swirl, and is attributed by Muvian sorcery to the chaotic xenodemon (and imp of the first degree) Ixix (3::0).

The Third Gate (Gt-6) twists Zone-3 through Zone-6, with its corresponding channel vortically complementing that of the Sixth Gate (Gt-21), and also the Warp-Current itself, thus adding an increment of spin to the entire region. Horovitz invests Zone-3 with a particular potency of intrinsic coincidence, since its second cumular power (6) is also the number of its Syzygetic double (through which he accounts for the compact tension of the Warp system).

Mu Tantrism plots Warp-region intensities onto the plane of the third-eye.

Zone-3 is allotted the Sarkonian Mesh-Tag 0007.

Lemurian subcultures associate Zone-3 with swirling nebulae (cosmic dust clouds) and alien pattern. The intensity of vortical involvement with Zone-6 problematizes distinct characterization.

Centauri subdecadence maps Zone-3 onto the active side of the Fourth (or Crown) Pylon on the Atlantean Cross. As the light aspect of Fortune (‘far future’) it corresponds to extrinsic fatality, unexpected messages, and xenosignal.

Stillwell links Zone-3 to the Munumese quasiphonic particle ‘zx.’ It designates the ‘buzz-cutter’ sonics which Horowitz describes as a ‘swarming insectoid reversion within mammalian vocality.’

Phase-3 Lemurs

[M#-03] 3::0 Ixix

[M#-04] 3::1 Ixigool

[M#-05] 3::2 Ixidod

Zone Four

The Numeral 4

There are two basic versions of the figure, one ‘open' and the other closed into a triangle. The former design is echoed in the symbol for the planet Jupiter. It is the latter (instantiated here) that figurally relates four to the sign for delta (fourth letter of the Greek alphabet), and accounts for the fact that in certain hacker numerolects it is substituted for the (upper-case) letter ‘A.'

The figure ‘4' designates the number four, the second even number, and first non-prime (or complex) natural number, with prime factors of 2 x 2. (The fourth prime = 7).

The triangular summation - or digital cumulation - of four equals ten (numerologically identified with a superior power of unity, classically conceived as the pythagorean Tetrakys). The pre-eminences of four - as ‘first' non-prime and ‘first' square - are formally or germinally anticipated by unity.

Four digitally cumulates to ten (see above).

Numeric Keypad direction: West.

Due to the internal redundancy of its dual symmetry (2 x 2 = 2 + 2 = 4), four is commonly conceived as the model outcome of calculation - as indicated by the phrase ‘putting two and two together.'

The dominant associations of the number four are balance and stability, exemplified by the ‘four-square' - or solidary - structure of four walls, wheels, or quadrupedal support, as well as by the ‘four-four beats' of rigidly metric dance-music. It is this sense of quadrature that predominates in the four elements (earth, air, water, fire), the four cardinal directions (north, south, east, and west), and the four DNA bases (adenine, cytosine, guanine, and thymine). A similar fourfold typology is expressed by the four suits of the playing-card pack (clubs, diamonds, hearts, spades). Four is also associated with temporal stability - or cyclic regeneration - , as evidenced by the four seasons (Spring, Summer, Autumn, Winter), four classical ages (those of gold, silver, bronze, and lead), and in Hindu culture, far more intricately, by the four Yugas (those of Krita, Treta, Dvapara, and Kali). The system of the Yugas is a fully elaborated quadro-decimal system (highly suggestive in relation to the Tetrakys).

Within the Judaeo-Christian tradition the number four is invested with extraordinary significance, from the four letters of the Tetragrammaton, through the four gospels, to the

four great ‘Zoas' and four horsemen of apocalypse. The biblical time - of both old and new testaments - places particular importance on the period of forty days (e.g. the duration of the flood, and of Jesus' temptation in the desert). This privileging of quadrate order - as the ground-plan of the temple - is also instantiated by the masonic ‘square.'

The number four is also of special importance to Buddhism, as exemplified by the ‘four noble truths' of its basic doctrine, and by the typical (quadrate) design of the mandala. On the flip-side the number four is connected with excess (the fourth dimension), anomaly (the four-leafed clover), and vulgarity (four-letter words).

The Fourth Planet: Mars

Mars (or Sol-4) has a mean orbital distance from the sun of approx. 228,000,000 km. The Martian year is roughly twice as long as that of Earth, and its day about 30 minutes longer.

Mars has two moons, Phobos and Deimos.

The surface of Mars is swept by vast dust-storms that occasionally envelop the whole planet for months.

In popular legend Mars has long been envisaged as the home of intelligent alien life. Recent examples include the ‘canals' discovered by Percival Lowell, the fictions of H.G. Wells and Edgar Rice Burroughs, and the Cydonia ‘face' (based on images from the 1976 Viking missions). Mars is widely seen as a plausible candidate for human colonization. It has also become notorious for cursed space-missions.

In August 1996 scientists announced the discovery of Martian nanoworms in a ancient meteorite (cat. ALH84001).

In Roman mythology Mars (a latinization of the Greek Ares) is the god of war, and father of Romulus (legendary founder of Rome). Mars is commemorated by the month of March.

In Lemurian Planetwork Mars is astrozygonomously paired with Jupiter.

System Notes

Zone-4 is the third of the six Torque-region Zones of the Numogram. Its Syzygetic-twin is Zone-5. The 5+4 Syzygy is carried by the demon Katak (see Zone-5).

Zone-4 both initiates and envelops the Fourth-Phase of Pandemonium (including 16 impulse-entities). This equation of phase-population with the square of the zone-number establishes an exceptional solidarity between the two, although this rigidity has as its flip-side a tendency to cataclysmic instability. In its initiatory aspect Zone-4 functions as the

Fourth Door (or 'Time-Delta,' familiar from variations of the Kurtz-mythos as 'the worst place in the world'). Muvian sorcery attributes this door to the amphidemon (and imp of the first degree) Krako (4::0).

The Fourth Gate (Gt-10) feeds Zone-4 forward to Zone-1. Its ancient (proto-Atlantean) name the 'Gate of Submergence' hints at its interlocking associations with completion, catastrophe, subsidence, and decadence. The Channel corresponding to the Fourth Gate is one of three concluding in Zone-1, and the only pro-cyclic channel within the Torque. Its course reinforces the 5-4 (or 'Sink') Current in its rush towards termination, and augments the weight of destiny (it was under the influence of this line that Cecil Curtis departed upon his fatal journey into the land of the Tak Nma).

Zone-4 is allotted the Sarkonian Mesh-Tag 0015.

Lemurian subcultures associate Zone-4 with ‘delta-phase’ or terminal deliria (Kurtz/Curtis end-of-the-river disintegration into malarial nightmares), geoconvulsions, continental subsidence, and ‘red-out.’

Centauri subdecadence maps Zone-4 onto the passive side of the Third (or Left) Pylon on the Atlantean Cross. As the dark aspect of Apocalypse (‘destructive influences’) it corresponds to random calamity.

Stillwell links Zone-4 to the Munumese quasiphonic particle ‘skr,’ which Horowitz identifies as an anthropo-reptiloid precursor to the qabbalistic ‘hard resh.’

Stillwell’s ethno-topography of the Nma allocates Zone-4 to the volcanic jungles of the Tak Nma, and through the Mu Nma hydrocycle mythos to riverine flow.

Zone-4 totem animals are typified by cats and dogs, especially in their predatory mode. Among the Tak Nma rabid animals are given particular prominence.

Phase-4 Lemurs

[M#06] 4::0 Krako

[M#07] 4::1 Sukugool

[M#08] 4::2 Skoodu

[M#09] 4::3 Skarkix

Zone Five

The Numeral 5

The figure five (5) - echoed by the (upper-case) letter ‘S' - is of the ophidian-symmetric type (see ‘two').

The still widely used Roman numeral V (upper-case letter ‘V') - despite appearing as a quasi-alphabetical numeral - is actually a numerical figure of a far older type, exhibiting a vestigial link to pre-symbolic tallying systems (such as the ‘five-bar gate' (see ‘one')).

The figure ‘5' designates the number five, the third odd number (with odditude of 2), and the third prime (fifth prime = 11).

Five is one of the two prime factors of the decimal module (with two), a fact that is usually attributed to the number of fingers on one hand. It is on this basis that five serves as modulus or submodulus in many counting (and currency) systems.

Five digitally cumulates to fifteen.

Numeric Keypad direction: Centre.

The number five has particularly strong anthropomorphic associations, due to its multiple connections with human biological organization. These are not restricted to the five digits per limb (so crucial to the social history of numeracy), but extend also to structural dimensions as varied as the five senses (sight, hearing, smell, taste, and touch), and the five spinal-levels (coccygeal, sacral, lumbar, dorsal, cervical). These anthropomorphic resonances are disturbed, however, by instances of fundamentally pentagonal body-plans - pre-eminently that of the star-fish - which is intrinsic to the aberrancy of the Lovecraftean Old Ones.

In monotheistic traditions the number five is associated with doctrinal authority, as evidenced in the Pentateuch (or five books of Moses), and in the five pillars of Islam (the ‘arkan,' or five ritual duties).

In occult circles the importance of the number five is even more emphatic, as indicated by the five elements of Chinese alchemy, and by the designs of the pentagram, the pentazygon, and the the Atlantean Cross (with its five ‘stations').

Secular relics of the authoritative sense of five can be found in the ‘Five-year plans' of command economies, in the geopolitical symbolism of The Pentagon, and perhaps in the near-universal prestige invested in Intel's ‘Pentium' processor.

The Fifth Planet: Jupiter

Jupiter (or Sol-5) has a mean orbital distance from the sun of approx. 778,330,000 km. The Jovian year is roughly 11.9 Earth years in length, and its day about 9.9 hours long.

Jupiter is the innermost gas-giant, and by far the largest planet in the Solar-system, accounting on its own for more than two-thirds of total planetary mass. It has an extremely powerful magnetic field (its magnetosphere extends beyond the orbit of Saturn).

Jupiter has sixteen moons. The four largest (or Galilean) moons are Callisto, Europa, Ganymede, Io. Galileo's observations of these bodies provided crucial evidence for the Copernican revolution. The oceans of Europa have been frequently identified as potential habitations for alien life (a neomyth shared by Arthur C Clarke, who also populated Jupiter with his alien ‘Monoliths').

The most distinctive feature on the Jovian surface is the Great Red Spot, a vast self-sustaining storm.

The size, position, and orbital regularity of Jupiter has led to it being credited with a crucial role in protecting the inner solar-system from meteoritic and cometary bombardment.

Jupiter (or Jove, latinizing the Greek Zeus) is the sovereign of the Gods. As god of the sky, and of storms, he has been systematically cross-identified with the Abrahamic Jehovah.

In Lemurian Planetwork Jupiter is astrozygonomously paired with Mars. (Between Mars and Jupiter lies the asteroid belt, widely hypothesized to be the fragments from a destroyed intermediate planet).

System Notes

Zone-5 is the sixth of the six Torque-region Zones of the Numogram, and Tractor-Zone of the 7-2 (or 'Hold') Current. Its Syzygetic-twin is Zone-4. This 5+4 Syzygy (carried by the demon Katak) draws the innermost curve of the Barker-spiral, with Zone-5 itself marking its central and terminal node (or 'inner-eye').

Zone-5 both initiates and envelops the Fifth-Phase of Pandemonium (including 32 impulse-entities). Horovitz remarks specifically upon the qabbalistic resonance of these values. In its initiatory aspect Zone-5 functions as the Fifth (or Hyperborean) Door, attributed by Muvian sorcery to the amphidemon (and imp of the first degree) Tokhatto (5::0). In the inner esoteric circles of the AOE this demon is reverenced as the Angel of the Decadence Pack, and even identified with the Archangel Meteka (associations reinforced by numerous qabbalistic peculiarities).

The Fifth Gate (Gt-15) connects Zone-5 to Zone-6, and its corresponding channel tracks the path of abductions into the Warp.

Zone-5 is allotted the Sarkonian Mesh-Tag 0031.

Lemurian subcultures associate Zone-5 with Hyperborean or Wendigo mythology. Zone-5 mirrors Zone-2 and shares in its Crypt-linked themes of missing time and alien abduction.

Centauri subdecadence maps Zone-5 onto the active side of the Third (or Left) Pylon on the Atlantean Cross. As the light aspect of Apocalypse ('destructive influences') it corresponds to decision, judgement, and war.

Stillwell links Zone-5 to the Munumese quasiphonic particle 'ktt' (the Horowitzean 'paravocal tic').

Stillwell's ethno-topography of the Nma allocates Zone-5 to the upland rain forests of the Tak Nma, and through the Mu Nma hydrocycle mythos to the monsoon.

Zone-5 totem animals are predominantly hybrid bird-reptile forms (with the art of the Highland Tak described by Cecil Curtis as 'a flapping howling chaos of flying worms, bat-monsters and barking snakes').

Phase-5 Lemurs

[M#10] 5::0 Tokhatto

[M#11] 5::1 Tukkamu

[M#12] 5::2 Kuttadid

[M#13] 5::3 Tikkitix

[M#14] 5::4 Katak

Zone Six

The Numeral 6

The figure six (6) is rotationally equivalent to the numeral '9' (the two figures together composing a system of twin-spirals). Six participates in a figural set - including the (lower-case) letters b, d, and q, plus (upper- and lower-case) P - of particular and distinct interest to figural grammarians, who have suggested that the ur-form of both six and nine were continuously involutionary spirals.

The figure ‘6' designates the number six, third even number, and second non-prime (with prime-factors 2 and 3).

Six is the first ‘perfect' number, equivalent to the sum of its factors (1, 2, and 3), and revered as such by Pythagoras.

Six digitally cumulates to twenty-one.

Numeric Keypad direction: East.

Despite its ‘perfection,' six is perhaps the darkest of the elementary decimal numbers, due to its association with chance (the six faces of the die), ill-omen (indicated by the ambivalence of the word or prefix ‘Hex'), and occult intuition (the ‘sixth sense').

The six lines of the I Ching hexagram designate the six stages of change discovered by archaic Taoism (which are numerically equivalent to the cyclic-sequence of digitally reduced binary-powers, with values: 1, 2, 4, 8, 7, 5).

In the Christian world the number six is ominously coloured by its triplicate reiteration - 666 (or six hundred three-score and six), the Number of the Beast of Revelation - which has preoccupied Christian qabbalism throughout the greater part of the last two Millennia. Six-hunded and sixty-six is the triangular cumulation of thirty-six (itself the second power of six). The division of modern bar-codes into blocks punctuated by (three) sixes has been taken by some as an uncanny fulfillment of the biblical prophecy [Rev XIII:17] 'that no man might buy or sell, save he that had the mark, or the name of the beast, or the number of his name.' (Since thirty-six is the digital cumulation of eight, however, it is to that number - and not six - that this entire complex should ultimately be referred).

The number sixty (60) - decimal escalation of six - has acquired prominence due to its extraordinary and influential importance to Sumero-Babylonian culture, from whom the modern world has inherited the sexigesimal principle of division (into minutes and seconds) still current within both chronometry and geometry.

The Sixth Planet: Saturn

Saturn (or Sol-6) has a mean orbital distance from the sun of approx. 1,429,400,000 km. The Saturnian year is a little over 29.47 earth-years in length, and its day has a length of roughly 10.18 hours on the surface (which is half an hour less than that of its solid core).

The Saturnian ring-system is divided into seven major bands (labelled D, C, B, A, F, G, E since Huygens), and actually consists of more than 100,000 component rings.

Saturn has eighteen confirmed (and named) moons, although the total might be as high as thirty-two. The largest moon - Titan - is more massive than Mercury.

Saturn has a magnetic field. Its magnetosphere is about one-third the size of Jupiter's. It is the least dense of the planets (with an average density lower than that of water). A huge standing wave pattern around the northern polar region produces the appearance of a permanent hexagon.

The Roman god Saturn is identified with the Greek Cronos, god of time, and father of Jupiter, Neptune, and Pluto (amongst the planetary deities). Saturn is celebrated in the seven days of Saturnalia (the Roman Winter-festival), and in the name of Saturday.

In Lemurian Planetwork Saturn is astrozygonomously paired with Earth.

System Notes

Zone-6 is the second of the two Warp-region Zones of the Numogram. Its Warp-complement and Syzygetic-twin is Zone-3. It is this 6+3 Syzygy (carried by the demon Djynxx) which draws the 'Ulterior Vortex' of Outer-Time. Zone-6 provides the terminus for two channels, one each from the Torque (the 5th), and the Warp (the 3rd).

Zone-6 both initiates and envelops the Sixth-Phase of Pandemonium (including 64 impulse-entities). Chaim Horovitz qabbalistically relates this phase, multitude, or 'Tone' to the hexagrams of the I Ching and to the yantras of the Ur-Oriyan Yoginis. As initiator, Zone-6 corresponds to the Sixth Door. Muvian sorcery attributes this door - which it names Undu - to the terrible chaotic xenodemon (and imp of the first degree) Tchu (6::0), primordially associated with shocking disappearances.

The Sixth Gate (Gt-21) twists Zone-6 through Zone-3, vortically recycling it into the Warp. Its corresponding channel tracks the course of the Warp-current, reinforcing the turbular-momentum of the entire region.

Mu Tantrism plots Warp-region intensities onto the plane of the third-eye.

Zone-6 is allotted the Sarkonian Mesh-Tag 0063 (a fact of obvious importance to the culture of Tzikvik cipher-shamanism).

Lemurian subcultures associate Zone-6 with the occulted dimensions of Undu, turbular erosion and the dead eye of the cyclone. The intensity of vortical involvement with Zone-3 problematizes distinct characterization.

Centauri subdecadence maps Zone-6 onto the passive side of the Fourth (or Crown) Pylon on the Atlantean Cross. As the dark aspect of Fortune (‘far future’) it corresponds to ‘gnostic death,’ event horizon, and the absolutely unexpected.

Stillwell links Zone-6 to the Munumese quasiphonic particle ‘tch,’ approximating to the interphoneme ‘dzch/tj.’

Phase-6 Lemurs

[M#-15] 6::0 Tchu

[M#-16] 6::1 Djungo

[M#-17] 6::2 Djuddha

[M#-18] 6::3 Djynxx

[M#-19] 6::4 Tchakki

[M#-20] 6::5 Tchattuk

Zone Seven

The Numeral 7

The figure seven (7) includes the only pure diagonal to be found amongst the numeral figures (and depends upon this oblique line to differentiate it from the numeral ‘1,' as also to break it's rotational bond with the (upper-case) letter ‘L'). It is ideographically connected to the lightning-stroke, and related by composition to the (similarly associated) letter ‘Z.'

The figure ‘7' designates the number seven, the fourth odd number (with odditude of one), and the fourth prime (seventh prime = 17).

Seven digitally cumulates to twenty-eight.

Numeric Keypad direction: North-West.

The biblical importance of the number seven is established at the beginning of Genesis, with the religious derivation of the seven-day week (from the six days of creation +1). Jewish mysticism deepens this association between seven and sacred time with an account of seven discarded creations (preceding the current one, and cast into the abyss). The number seven is also notably prominent in Revelation (where it is referred to the seven ancient churches, to the seven angels, seven seals, seven last plagues, seven vials of wrath, and to the seven heads of the great beast (which perhaps refer - in turn - to the seven hills of Rome)). The heptamania of Revelation is the probable source of the structurally ambivalence of seven within popular Christianity, where it is attributed both to the seven cardinal virtues, and the seven deadly sins.

A crescendo of seven-obsession is found in the Theosophical writings of Madame Blavatsky, who divides the cosmic process into seven phases, each characterized by one of seven sequential ‘root races.' Blavatsky draws from biblical sources, but is more directly

influenced (through the teachings of her ‘Ascended Tibetan Masters') by the usage of the number seven in a variety of Eastern religions (including the Hindu seven worlds, seven divine mothers, and seven Rishis - or sages -, the seven Buddhas, and the seven Shinto gods of good fortune).

Religious and mystical investments of the number seven are closely connected to the seven planets of classical astronomy and traditional astrology (from which the phrase ‘seventh heaven' is derived). In recent times, the Seven Sisters (or Pleiades) have taken up an increasing proportion of this cosmic-numerical freight.

The triplicate reiteration of the number seven is used as the title for Aleister Crowley's book of numbers, 777 (a number corresponding to the gematria value of the law of Thelema according to Alphanumeric Qabbala).

The Seventh Planet: Uranus

Uranus (or Sol-7) has a mean orbital distance from the sun of approx. 2,870,990,000 km. The Uranian year is a little over 84 Earth-years in length. Its day lasts for roughly seventeen and one quarter hours.

Uranus has five large moons, plus at least ten smaller ones. The two largest moons - Oberon and Titania - were discovered by Herschel in 1787. It also has a ring-system involving eleven known bands (the five most prominent of these are designated by the Greek letters from Alpha to Epsilon).

The rotation of Uranus is abnormally tilted, and is almost perpendicular to the ecliptic, warping its magnetic field.

The bluish colour of Uranus is ascribed to absorption of red-light by atmospheric methane.

In Greek mythology Uranus was the god of the heavens, incestuous son of Gaia and father of Cronos (Saturn), the other Titans, the Cyclops, the hundred-headed giants, and others. Led by Cronos, the Titans killed and mutilated Uranus, spawning the Furies from his blood (and Aphrodite from his severed genitals).

In recent times Uranus has become the butt of infantile scatalogical humour.

In Lemurian Planetwork Uranus is astrozygonomously paired with Venus.

System Notes

Zone-7 is the fifth of the six Torque-region Zones of the Numogram, and Tractor-Zone of the 8-1 (or 'Surge') Current. Its Syzygetic-twin is Zone-2. The 7+2 Syzygy is

carried by the demon Oddubb, whose associations with hyperstitious doublings reinforces its twin character.

Zone-7 both initiates and envelops the Seventh-Phase of Pandemonium (including 128 impulse-entities). In its initiatory aspect - as the Seventh Door - Zone-7 opens onto the cosmic swamp-labyrinths or 'Tracts of Dobo.' Muvian sorcery attributes this door to the amphidemon (and imp of the first degree) Puppo (7::0).

The Seventh Gate (Gt-28) feeds Zone-7 back to Zone-1, and this tendency to precipitate 'fold-type' time-anomalies accounts for its Black-Atlantean name 'Gate of Relapse.' The Channel corresponding to the Seventh Gate is one of three concluding in Zone-1, and the only counter-cyclic path within the Torque. The aquassasins of Hyper-C fetishize this gate in their bizarre mysteries of the Bubble Pod.

Zone-7 is allotted the Sarkonian Mesh-Tag 0127.

Lemurian subcultures associate Zone-7 with emergence from the depths (hyper-sea water-carriers and amphibious colonization).

Centauri subdecadence maps Zone-7 onto the active side of the Second (or Right) Pylon on the Atlantean Cross. As the light aspect of Genesis (‘creative influences’) it corresponds to genealogy, ancestor worship and inherited wealth.

Stillwell links Zone-7 to the Munumese quasiphonic particle ‘pb’ (the Horowitzean ‘compounded plosive’).

Her ethno-topography of the Nma allocates Zone-4 to the coastal swamps of the Dib Nma, and through the Mu Nma hydrocycle mythos to salt-water marshes.

Zone-7 totem animals are predominantly of the chubby batrachian (burping toad) type.

Phase-7 Lemurs

[M#21] 7::0 Puppo

[M#22] 7::1 Bubbamu

[M#23] 7::2 Oddubb

[M#24] 7::3 Pabbakis

[M#25] 7::4 Ababbatok

[M#26] 7::5 Papatakoo

[M#27] 7::6 Bobobja

Zone Eight

The Numeral 8

The figure eight (8) is a partially rotated glyph of infinity, and also of the Moebian strip. It has strong ophidian resonances, linked in Indian culture to the realm of snake-demons (Nagas), and to the serpent of the deep (Ahi). In the West it is related to Ourobouros (the serpent of eternity, eating its own tail).

The figure ‘8' designates the number eight, the fourth even number, and the third non-prime (with prime factors 2 x 2 x 2).

Multiple evidences indicate that eight was an important modulus in the late pre-history of numeracy (most remarkable in this respect is the strong connection between the words for ‘nine' and ‘new' in various languages, including Latin).

Eight is the third power of two (with factors 1, 2, and 4), and constitutes a crucial grouping in digital electronics (with eight bits equalling one byte (with a power of combinatorial variation equal to two-hundred and fifty-six). It is the same set of numerical features that support the octave of western music.

Eight digitally cumulates to thirty-six.

Numeric Keypad direction: North.

The ophidian tendency in the figure eight is compunded by the deep association of the number with cephalopodian entities - pre-eminently the octopus - and by derivation with the entire range of ‘tentacle-face' beings (such as the Oankali of Octavia Butler). A further - more tenuous - connection might be made to the amphibian hybrids of Dr Octagon (‘half shark-alligator, half man').

Both numerically and figurally, eight is associated with perfection (in the sense of macrocosmic completion and return). These are particularly notable in the East, where obvious references include the Buddhist eightfold path, and the eight immortals of Taoism. The number eight - particularly in its triplicate reiteration (888) is considered an especially auspicious number in Chinese culture.

According to the Dogon, eight is the number of Nomo, and as such the primary key to their cosmo-numerical system.

Eight is the digital source (by cumulation to the second power) of the number of the beast, 666 (see Six).

The Eighth Planet: Neptune

Neptune (or Sol-8) is the outermost gas-giant, with a mean orbital distance from the sun of approx. 4,504,000,000 km. Due to eccentricities in the orbit of Pluto it is periodically the outermost (ninth) planet (see Pluto, Zone-9). The Neptunian year is slightly under 164.8 Earth-years in length. Its day lasts for approximately sixteen hours.

Neptune has eight known moons, of which Triton is by far the largest. It also has at least five (thin and dark) rings.

Neptune shares various features with Uranus, including an anomalously oriented magnetic field, and a bluish hue (due to absorption of red-light by atmospheric methane).

The prediction of Neptune's existence, and its subsequent discovery in 1846 (on the basis of perturbations in the orbit of Uranus) was a crucial moment of consolidation for mathematical celestial mechanics.

In Roman mythology Neptune is the sea god (identified with the Greek Poseidon).

In Lemurian Planetwork Neptune is astrozygonomously paired with Mercury.

System Notes

Zone-8 is the fourth of the six Torque-region Zones of the Numogram. Its Syzygetic-twin is Zone-1. The 8+1 Syzygy is carried by the demon Murmur (known to Muvian sorcerors as 'the nethermost denizen of time').

Zone-8 both initiates and envelops the Eighth-Phase of Pandemonium (including 256 impulse-entities). This association with the digital byte (eight bits) cements its importance within cybergothic cults. In its initiatory aspect - as the Eighth Door - Zone-8 is problematically identifiable with the Muvian amphidemon (and imp of the first degree) Minommo (8::0). This demon figures prominently in the dream sorcery of the Mu Nma.

The Eighth Gate (Gt-36) connects Zone-8 to Zone-9, and the corresponding Channel is the sole path of escape from the Torque - or 'Time-Circuit' - into the Plex. Due to its digital cross-match with the 6+3 Syzygy (occupying the Warp-region of the Numogram, and carried by the Xenodemon Djynxx (6::3)) the Eighth Gate seems to address what Stillwell has called the 'ultimate numogrammatic enigma' - that of the intercommunication between the Warp and Plex regions. This linkage is crucially emphasized in the culture of Tzikvik shamanism, and - under the name 'Gate of Charon' - is taken-up into Late-Atlantean apocalypticism (since its digital sum (36) itself cumulates to 666, and thus echoes the number of Seals to the Great Abyss (long associated with the thirty-six cards of the Decadence pack).

Mu Tantrism plots Zone-8 intensities onto the Lumbar level of the spine, archaic fish- region of the mammalian nervous-system.

Zone-8 is allotted the Sarkonian Mesh-Tag 0255.

Lemurian subcultures associate Zone-8 with limbic drift, dreams, trance-states and foetal sentience.

Centauri subdecadence maps Zone-8 onto the passive side of the First (or Centre) Pylon on the Atlantean Cross. As the dark aspect of Anamnesis ('memories and dreams') it corresponds to submerged currents of fatality.

Stillwell links Zone-8 to the Munumese quasiphonic particle 'mnm,' the diffuse subvocal hum that Horowitz links to the 'proto-originary enunciation' Oumn.

Stillwell's ethno-topography of the Nma allocates Zone-8 to the fabled submarine cities of the ancient Mu Nma, and through the Mu Nma hydrocycle mythos to the deep sea.

Zone-8 totem animals are typified by polytendrilled abominations.

Phase-8 Lemurs

[M#28] 8::0 Minommo

[M#29] 8::1 Murrumur

[M#30] 8::2 Nammamad

[M#31] 8::3 Mummumix

[M#32] 8::4 Numko

[M#33] 8::5 Muntuk

[M#34] 8::6 Mommoljo

[M#35] 8::7 Mombbo

Zone Nine

The Numeral 9

The figure nine (9) is zygospirally related to the figure six (6, see six), and quasisymmetric with the sign for Pluto.

The figure ‘9' designates the number nine, the fifth odd number (with odditude of three), and the fourth non-prime (with prime factors 3 x 3).

Nines are produced by unit subtractions (n -1) from pure decimal magnitudes (a numerical practice most frequently encountered in a retail context, e.g. $9.99). In order to produce arithmetical consistency in respect to 1/3 x 3, one is mathematically equated with point nine recurring (0.999...). This equation - which provides a virtual infinite decimal-expansion for every number - is indispensable for Cantorean diagonalization.

Nine digitally cumulates to forty-five.

Numeric Keypad direction: North-East.

The number nine has a null value in digital reduction, practically enabling all nines to be eliminated from any complex reduction (involving at least one digit other than nine or zero). The same formula (9 = 0) is also derivable from Barker twinning (or Zygonovism) - long familiar to Dogon sorcery - for which nine functions as the summative key. Such zygonovism (or nine-sum coupling) divides the decimal numerals into five twins, and underlies both Numogram syzygetics and the game of Subdecadence.

The number nine is the last numeral of the decimal system, and its associations with death and fatality are primarily based on this purely numerical (modular) function of termination. There are nine rivers of the underworld, and the mortuary aspect of the cat is indicated by her nine lives. Charles Manson's adoption of the Beatle's Revolution-9 (or Revelation IX) as an apocalyptic ‘family anthem' was fully in keeping with this aspect of the number.

Alternatively, nine is acknowledged as the highest numeral, and associated with celestial inspiration (the nine muses) and bliss (Cloud-9). Nine solar planets are recognized by modern astronomy (as also by the ancient Lemurian Planetwork).

The duplicate reiteration of nine is remarkable for it's theomystical resonances. Islam (= 99) lists ninety nine ‘incomparable attributes' of Allah. The Anglossic value of YHVH = 99. According to the cryptic Black Atlantean cargo-cult Hyper-C the number ninety-nine - as dramatized by the Y2K panic - designates the cyclic completion of time.

The Ninth Planet: Pluto

Pluto (or Sol-9) has the most highly elliptical orbital trajectory of any planet in the Solar-system, with a (highly variable) mean orbital distance from the sun of approx. 5,913,520,000 km. Due to the extreme eccentricity of its orbit, Pluto periodically switches places with Neptune as eighth planet from the Sun. The Plutonian year is approximately under 247.7 Earth-years in length.

Pluto was not discovered until 1930. It's anomalous orbit, which is both abnormally elliptical and also angled off the ecliptic, has led many to the conclusion that it is not a normal planet at all. Suggestions as to its nature include the hypothesis that it is a captured or adopted body (perhaps from the Kuiper Belt of Trans-Neptunian objects), or alternatively an escaped Neptunian moon.

Pluto has one known moon, Charon (discovered in 1978, and named after the ferryman who guides the dead across the river Styx). Charon is the largest satellite relative to its ‘parent' planet in the Solar-system.

In Roman mythology Pluto is the god of the underworld (identified with the Greek Hades). The topographically twisted association of the innermost with the outermost - technically described as ‘Plutonic-looping' - is exemplified by the identification of the most distant planet with the inner core of the Earth.

The existence of Pluto was anticipated by H.P.Lovecraft, who named the as-yet-unknown planet Yuggoth.

In Lemurian Planetwork Pluto is astrozygonomously paired with the Sun.

System Notes

Zone-9 is the second of the two zones mutually composing the Plex-region of the Numogram, and Tractor-Zone for the 9-0 (or 'Plex') current. Its Plex-complement and Syzygetic-twin is Zone-0. This 9+0 Syzygy (carried by the demon Uttunul) draws the outermost curve of the Barker-spiral, which coincides with the limit ordinal-span in Barkerian arithmetic. Zone-9 provides the terminus for two channels, one each from the Torque (the 8th), and the Plex (the 9th).

Zone-9 both initiates and envelops the Ninth-Phase of Pandemonium (including 512 impulse-entities, one half of the fully disorganized population). In the first of these aspects it functions as the Ninth (or Ultimate) Door, which degenerated Muvian sorceries identify with the syzygetic xenodemon (and imp of the first degree) Uttunul (9::0, see above).

The Ninth Gate (Gt-45) connects Zone-9 to itself, transducing the third involutionary channel (see Zone-0, Zone-1). Nma sorcery refers to it as the Gate of Pandemonium (a fact Stillwell attributes to the coincidence of its number (45) with that of the Nma demonomy). The Tzikvik associate it with Tchukululok (fabled City of the Worms), and emphasize its numerical cross-match with the 5+4 Syzygy, whose demonic carrier they call Kattku (the Nma ‘Katak'). The Xxignal track Utterminus is dedicated to the Ninth Gate, linking it to K-goth synthanatonic fugues. In contrast, Polanski's film ‘The Ninth Gate' - despite its title - has only the most tenuous and allusive relation to the Numogram path of this name.

Mu Tantrism plots Zone-9 intensities onto the Sacral level of the spine. The Sacrum (or 'sacred bone') has been identified (by Goethe amongst others) as a degenerated second skull.

Zone-9 is allotted the Sarkonian Mesh-Tag 0511.

Lemurian subcultures associate Zone-9 with the Cthellloid metallic ocean of the earth's iron core.

Centauri subdecadence maps Zone-9 onto the active side of the Fifth (or Root) Pylon on the Atlantean Cross. As the light aspect of Foundation ('deep past') it corresponds to the prehuman cultures of the Old Ones.

Stillwell links Zone-9 to the Munumese quasiphonic particle 'tn,' which Horowitz describes as 'the ultimate unutterable mystery of vocal nullity.'

Phase-9 Lemurs

[M#36] 9::0 Uttunul

[M#37] 9::1 Tuttagool

[M#38] 9::2 Unnunddo

[M#39] 9::3 Ununuttix

[M#40] 9::4 Unnunaka

[M#41] 9::5 Tukutu

[M#42] 9::6 Unnutchi

[M#43] 9::7 Nuttubab

[M#44] 9::8 Ummnu

Pandemonium

Pandemonium is the complete system of Lemurian demonism and time sorcery.

It consists of two principal components: Numogram (time-map) and Matrix (listing the names, numbers and attributes of the demons).

The system is constructed according to immanent criteria latent in decimal numeracy, and involves only basic arithmetical operations (assembled from additions and subtractions).

The Numogram, or Decimal Labyrinth, is composed of ten zones (numbered 0-9) and their interconnections. These zones are grouped into five pairs (syzygies) by nine-sum twinning [zygonovism]. The arithmetical difference of each syzygy defines a current (or connection to a tractor zone). Currents constitute the primary flows of the numogram.

Each zone number when digitally cumulated defines the value of a gate, whose reduction sets the course of a corresponding channel. Channels constitute the secondary flows, time-holes, or secret interconnections of the numogram.

The arrangement of currents divides the Maze into three basic time-systems. Firstly, the currents of the three central syzygies mutually compose a cycle, rotating in anticlockwise steps. Lemurian sorcery calls this inner loop the Time-Circuit. Secondly, and thirdly, in both the Upper and the Lower syzygies the currents produced fold back into (a half of) themselves, constituting autonomous loops: the Warp (upper), and Plex (lower). Warp and Plex circuitries are of an intrinsically cryptic nature, which is compounded by the enigmas of their interconnection. They are variously considered to be Outside- or Outer-time.

The gates and their channels knit the Maze together, providing connections between otherwise incompatible time-systems. They open and close the ways of sorcerous traffic. Although each gate deranges time in its own way, their operations vary with a certain regional consistency.

In addition to the twins (with their currents and time-systems), and the gates (with their channels and time-faults), there is a third occult thread running through Lemurian time-sorcery: that of the distances (or of the demons). Between any pair of zones, however seemingly disconnected or unconnectable they may seem, there is an irreducible (or hyper-) distance, which Lemurian culture systematically characterizes as a singular entity. These entities are simultaneously gaps, links, holes, and demons, with particular traits, features, aspects, and potentials.

Each demon is considered to be intrinsically zygonomous (or double-numbered): both addressed by a unique zone-net couple of descending value (net-span), and also called by a mesh-serial, which is immanently defined by a sequential matrix (00-44). Each demon also has a tonality or pitch, ranging from the highest frequency (Ana -7) to the lowest (Cth-7). All syzygetic demons have a neutral (or Null) pitch.

Since they are proliferated by a digital cumulation to the ninth power, the demons are forty-five in number, attuning them to the Gate-City of the Plex-channel - Utterminus of Cthelll - (Gt-45), which is identified with the microcosmic lair of all demonic populations (the Lemurian Pandemonium).

According to lemurian demonism, each demon is itself a swarm, or singular coalescence, but also a component of a larger array, which can be sorted by type. The three principle demonic groupings are Chronodemons (varieties of distance within the

time-circuit), Amphidemons (ruptures in the time-circuit, openings to the Outside), and Xenodemons (denizens of the outer gulfs).

Demons are also grouped by phase (defined by initial net-span digit). Each phase is opened by a door, to which is attributed a domain, a planetary affinity, and a spinal level.

Demons can be characterized by the various rites (routes, or routines) that they draw through the hyper-time of the maze. There is a rite for each way in which the net-span of a demon can be integrated in extension (or traced across the flows of the numogram). Such rites are the basic components of demon traffic, constituting modules of practical culture, each of which is associated with an omen, and a power.

In Western hyperfictional lore the matrix of all demons (Pandemonium) is called Necronomicon, The Book of Dead Names, listing all that is excepted from the white-magic book of life. Necronomicon is a document copied episodically from versions of an original text, which was itself retrodeposited out of the future into the deep past. It thus scrambles science-fiction with archaic legend, indicating a Lemurodigital hypersource.

Pandemonium Matrix (Extracts from the Lemurian Necronomicon)

[Editor's note: This section is a list of the names and attributes of the 45 demons of the Pandemonium Matrix. It has been converted to a table, since the original presentation is hard to read (and has been omitted for this reason).]

Decadence

The Adept Orders of Decadence trace their system back to the period immediately following the submergence of Atlantis, which they date to 10,000 BC.

It is linked to the origin of Sumero-Babylonian geometry, from which we derive the division of the circle into 360 (= 36 x 10) degrees. In the ancient egyptian mysteries it was attributed to the god of catastrophe and drowning - Osiris - who was later symbolized by The Hanged Man of the Tarot (taken by decadologists as an image of the Atlantean Cross).

Decadence adepts consider post-atlantean history to be surreptitiously guided by the outcomes of select Decadence Aeons, which have the status of solemn rituals. Searching out the occurrence and outcomes of such destining Decadence sessions is preeminent amongst the tasks adopted by decadological research, combining exact history, practical conspiracy, numerology, and occult angelology. It is said that materials contributing to this work are meticulously archived in the AOE Hall of Records.

The Game

Truncate a standard pack of playing cards, removing all royal cards, tens, and jokers. The remainder constitutes a Decadence park of thirty-six cards.

Five cards are dealt face up (Set-1), and another five dealt face down (Set-2).

Turn over Set-2 cards one at a time, and by adding these cards to those in Set-1, construct pairs summing to ten.

Scoring is calculated as follows: Each pair scores positively, according to its differences [from 5:5 = 0 to 9:1 = 8]. Unpaired cards (in Set-1) score negatively, according to their raw values [1 = 1 to 9 = 9]. Overall results can be positive or negative. A round (Aeon) of Decadence lasts until the first negative result, accumulating any positive scores.

The Oracle (decadology and decamancy)

Positive results contribute the the Angelic Index of the Decadence game, and are referred to the Decamantic tables of AOE-Angelology. The maximum gain from any single game is thirty-eight, but this can be exceeded (in principle) by cumulations from game to game until completion of an Aeon.

Negative results (from zero to forty-four) call demons, and are referred to mesh-numbers of the Pandemonium Matrix.

Since a demon-call concludes each Decadence Aeon a particular value is attributed to Lurgo (Mesh-00), since this demon alone allows a termination without loss.

The western (or Atlantean) uptake of Pandemonium has its own esotoric gnosis called Decadology. This doctrine assigns the Amphidemons and Cyclic Chronodemons of Lemurian Pandemonium to one of nine cluster types (C/tp-#), determined by the pattern of their rites. Each cluster type is instantiated by four demons, in isomorphy with the thirty-six cards of the decadence pack. These decadological correspondences are marked on the Pandemonium Matrix.

Decadology assumes a particular distribution of the five Set-1 cards, in which they are laid out on Pylons arranged in the configuration of the Atlantean Cross. Far Future ¨ Destructive Influences ¨ Creative Influences ¨ Memories & Dreams ¨ Deep Past

Subdecadance (the ultimate blasphemy)

Add four Queens to the Decadence pack, bringing the total to forty cards. Queens have a value of zero.

Play as Decadance, except making pairs which add to nine (corresponding to Numogram Syzygies).

Book of Paths

Editor's Introduction

The Kaye Materials, which came into the possession of the Ccru in late January 2000 (shortly after William Kaye's untimely death), contain several mentions of The Book of Paths, referring to it on one occasion as: "the definitive confirmation of Stillwell's basic insight". Yet despite extensive investigation, the Ccru's attempts to access this text were consistently frustrated. All inquiry into the book was suspended due to a complete lack of productive leads.

In 2003 the Ccru undertook an intensive investigation into Kaye's cryptic references to documented interconnections between William Burroughs, Peter Vysparov and Lemurian time travel. During the course of this research the Ccru entered into correspondence with the Vysparov estate, inquiring into the contents of the Vysparov Library, where Kaye had spent many years working as an archivist and cataloguing director. The notorious library of the Vysparov family is reputed to contain one of the world's greatest collections of occult works.

During the final stages of the research project, the Ccru received a package from the estate containing a photocopied document which, although untitled, proved upon careful inspection to be nothing less than the complete text of The Book of Paths. Appended to this document was a single page (also photocopied) of a handwritten letter from Chaim Horowitz to Peter Vysparov, dated February 1949.

It is this text which is reproduced here. On the basis of Horowitz's letter it can be confidently identified as the so-called 'B Manuscript' of The Book of Paths, one of three type-copies of Horowitz's first English translation from the Tibetan. As far as the Ccru is aware, this is the first time that The Book of Paths has been made publicly available in any language.

The Letter

Dear Peter,

Here at last is a complete translation of the Old Book. Having entrusted this package to Echidna's safekeeping[1], I am assuming it has reached you undisturbed.

The translation has taken me over a year. Perhaps inevitably, some difficult choices had to be made. It goes without saying that I have placed the strictest priority on the preservation of systematic coherence.

There is no need to remind you that the special circumstances attending the discovery of this text necessitate the very greatest discretion. I extracted a copy from 'the place' with considerable trouble, but of that let us converse on another occasion.[2]

Although I only had a brief opportunity to discuss the work with Echidna, she had many interesting points to make -- as always. In particular she has been able to find some tantalizing traces of its history within Chinese sources dating back to the Warring States period, when it was already considered profoundly archaic, with more than one 'dark school' even suggesting that it preceded the I Ching. It seems that by the early Tang it was considered to have been erased from the earth, one of the yaoshu or 'devilish books' destroyed utterly in Chin Shi Huang Di's great burning.

Echidna herself thinks there are indications it was already serving as an oracle for the mysterious culture of the Shu Kingdom, 5,000 years ago. She has stumbled upon persistent rumours that a series of 84 bronze tablets were inexplicably removed from the Shu excavation site by figures described variously as 'looters' or 'senior officials'.

We are both hopeful that Mme C. will be able to cast light on the oracular dimension of the work - in truth this has eluded us both so far, despite the most strenuous efforts.[3]

I am sure you will agree that these pages, inelegantly produced though they may be, will add inestimable riches to your family's peerless collection of esoteria. Perhaps even more importantly, we are both confident it will prove itself profoundly relevant to your work on the 'Pandemonium System'.[4]

Your invitation was received with great enthusiasm - if at all possible we shall meet in the fall.[5]

Yours with heartfelt regards,

Chaim

1. Horowitz met the esteemed Lemurologist Echidna Stillwell in Rangoon during the early spring of 1949.
2. 'The Place' clearly designates the source of the Mu Archives, where Horowitz conducted research throughout most of the 1930s and 1940s. William Kaye believed that it was located in a concealed sub-basement of the Potala Palace in Lhasa.

3. ‘Mme C.’ almost certainly refers to Zelda Maria de Monterre, better known as Madame Centauri. During this period Madame Centauri was working as a ‘celestial consultant’ or fortune teller in New York.
4. As of now (May 2004) Ccru has not been able to determine whether any such ‘profound relevance’ was in fact discovered.
5. There can be little doubt that the ‘invitation’ concerned the inaugural meeting of the Cthulhu Club, scheduled for the fall of 1949.

The Book

1. Original Subtraction.

Ultimate descent through the Depths.

The path favours repeated patience linked by subtlety.

Superior subtlety opens the three hidden roads.

Compliance prevails.

Three tests on the way.

Immersive nightmares undergo an ominous transition.

Difficulties annihilated in the end.

2. Extreme Regression.

Waiting in the Rising Drift leads to ultimate descent through the Depths.

The path favours threefold patience linked by subtlety.

Superior subtlety opens the three hidden roads.

Compliance prevails.

Five tests on the way.

Escaping the quagmire through strategic withdrawal.

Immersive nightmares undergo an ominous transition.

Difficulties annihilated in the end.

3. Abysmal Comprehension.

Ultimate descent beyond completion.

The path favours fourfold patience, repeated activity and deep subtlety.

Superior subtlety opens the three hidden roads. Fate marks the Sunken Track.

Compliance prevails.

Seven tests on the way.

Escaping the quagmire through attainment.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

4. Primordial Breath.

Rising from the Lesser Depths.

The path favours repeated patience, joined by activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Three tests on the way.

Immersive nightmares spawn promising developments.

Fluid evolution.

5. Slipping Backwards.

Waiting in the Rising Drift precedes return.

The path favours patience, then subtlety

Superior subtlety opens the first hidden road.

Compliance prevails.

Two tests on the way.

Escaping the quagmire through strategic withdrawal.

6. Attaining Balance.

Waiting in the Drifts is drawn to the centre.

The path favours repeated patient activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Compliance prevails.

Four tests on the way.

Escaping the quagmire.

Attainments consumed in burning excitement.

Breakthrough.

7. Progressive Levitation.

Ascent from the Lesser Depths.

The path favours repeated patience, joined by activity, subtly consummated.

Superior subtlety leads nowhere.

Resistance prevails.

Four tests on the way.

Immersive nightmares spawn promising developments.

Fluid evolution triggers possession.

8. Eternal Digression.

Prolonged ascent from the Lesser Depths reaches the Twin Heavens.

The path favours threefold patience, repeated activity and elevated subtlety.

Superior subtlety enters the spiral labyrinth.

Resistance prevails.

Six tests on the way.

Immersive nightmares spawn promising developments.

Feeding fluid evolution.

Dubious inheritance induces captivation.

Lucid delirium.

9. Sudden Flight.

Seized from the Heights.

The path favours subtlety.

Superior subtlety leads nowhere.

Pure resistance.

One test on the way.

Possession.

10. Jagged Flight.

Waiting in the Rising Drift winds its way to the Twin Heavens.

The path favours repeated patience, linked by activity and subtlety.

Superior subtlety enters the spiral labyrinth.

Resistance prevails.

Four tests on the way.

Escaping the quagmire through attainment.

Captivation by lucid delirium.

11. Abysmal Subsidence.

The Sunken Track leads to ultimate descent.

The path favours repeated subtlety and patience.

Superior subtlety opens the the three hidden roads.

Compliance prevails.

Four tests on the way.

Breakthrough into immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

12. Slow Cataclysm.

Waiting in the falling drift leads to ultimate descent.

The path favours threefold patience, linked by activity and subtlety.

Superior subtlety opens the three hidden roads.

Compliance prevails.

Five tests on the way.

Arid tension succumbs to immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

13. Cyclic Perfection.

Waiting in the Lesser Depths precedes completion.

The path favours threefold patience, linked by activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Five tests on the way.

Immersive nightmares spawn promising developments.

Feeding fluid evolution.

Dubious inheritance consumed in burning excitement.

14. Tranquil Drowning.

Adhering to the Sunken Track.

The path favours subtlety.

Superior subtlety opens the first hidden road.

Pure compliance.

One test on the way.

Breakthrough.

15. Suspended Decline.

Waiting in the Falling Drift leads downwards.

The path favours patience, then activity.

Superior subtlety opens the first hidden road.

Compliance prevails

Two tests on the way.

Arid tension finds release.

16. Supreme Balance.

Crossing between the Drifts.

The path favours twofold patience, linked by activity.

Superior subtlety leads nowhere.

Resistance prevails.

Three tests on the way

Escaping the quagmire.

Attainments consumed in burning excitement.

17. Profound Renewal.

The Sunken Track leads to the Rising Drift.

The path favours subtlety, then twofold patience, linked by activity.

Superior subtlety opens the first hidden road.

Compliance prevails

Four tests on the way.

Breakthrough into immersive nightmares.

Promising developments feed fluid evolution.

18. Cyclic Elevation.

Waiting in the Falling Drift leads to completion.

The path favours threefold patience, linked by activity.

Superior subtlety opens the first hidden road.

Compliance prevails

Five tests on the way.

Aid tension finds release in immersive nightmares.

Promising developments feed fluid evolution.

19. Transcendent Resurgence.

The Sunken Track leads to eventual ascent.

The path favours twofold patience linked by activity, yet it begins and ends in subtlety.

Superior subtlety opens the first hidden road.

Compliance prevails

Five tests on the way.

Breakthrough into immersive nightmares spawns promising developments.

Fluid evolution triggers possession.

20. Alien Intervention.

The Sunken Track leads through broken completion to the Twin Heavens.

The path favours subtlety, patience and activity, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Compliance prevails

Seven tests on the way.

Breakthrough into immersive nightmares spawns promising developments.

Fluid evolution leaves a dubious inheritance.

Captivation by lucid delirium.

21. Supreme Comprehension.

Ascent beyond completion.

The path favours threefold patience, linked by activity, then subtlety.

Superior subtlety opens the first hidden road.

Compliance prevails.

Six tests on the way.

Arid tension finds release.

Immersive nightmares spawn promising developments.

Fluid evolution triggers possession.

22. Reverse Flight.

Waiting in the Falling Drift ascends to the Twin Heavens.

The path favours patience and subtlety, until all methods entwine.

Superior subtlety enters the spiral labyrinth.

Compliance prevails.

Three tests on the way.

Arid tension succumbs to captivation by lucid delirium.

23. Deepest Destiny.

Waiting in the Falling Drift leads to ultimate descent.

The path favours threefold patience, linked by activity then subtlety.

Superior subtlety opens the three hidden roads. Fate marks the Sunken Track.

Compliance prevails.

Five tests on the way.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

24. Optimal Maturation.

Waiting in the Lesser Depths, then progress.

The path favours twofold patience and activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Four tests on the way.

Immersive nightmares spawn promising developments.

Fluid evolution leaves a dubious inheritance.

25. Certain Slide.

Waiting in the Falling Drift precedes subsidence.

The path favours patience then activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Pure Compliance.

Two tests on the way.

Burning excitement provokes breakthrough.

26. Preserving Stability.

Waiting in the Rising Drift, then crossing over.

The path favours patience, then activity.

Superior subtlety leads nowhere.

Resistance prevails.

Two tests on the way.

Escaping the quagmire through attainment.

27. Cyclic Regeneration.

Waiting in the Falling Drift leads to completion.

The path favours threefold patience, linked by activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Compliance prevails.

Five tests on the way.

Burning excitement provokes breakthrough into immersive nightmares.

Promising developments feed fluid evolution.

28. Transcendent Comprehension.

Ascent beyond completion.

The path favours threefold patience linked by activity, then subtlety.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Compliance prevails.

Six tests on the way.

Burning excitement provokes breakthrough into immersive nightmares.

Promising developments feed fluid evolution.

Possession.

29. Celestial Abduction.

Sudden ascent to the Twin Heavens.

The path favours subtlety, until all methods entwine.

Superior subtlety enters the spiral labyrinth.

Compliance prevails.

Two tests on the way.

Captivation by lucid delirium.

30. Coiled Fervour.

Endless waiting in the Falling Drift.

The path favours patient activity.

Superior subtlety leads nowhere.

Poised entanglement.

Twinned tests make the way.

Between burning excitment and arid tension.

31. Eternal Revolution.

Advance prolonged by waiting brings fractured completion.

The path first favours subtlety, then repeated patience and activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Five tests on the way.

Breakthrough into immersive nightmares spawns promising developments.

Fluid evolution leaves a dubious inheritance.

32. Vortical Escalation.

Waiting in the Lesser Depths leads to the Twin Heavens.

The path favours twofold patience linked by activity, then subtlety, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Resistance prevails.

Five tests on the way.

Immersive nightmares spawn promising developments.

Fluid evolution triggers possession.

Swirling confusion.

33. Jagged Escalation.

Waiting in the Lesser Depths winds upwards.

The path favours twofold patience and activity, then subtlety.

Superior subtlety opens the first hidden road.

Resistance prevails.

Five tests on the way.

Immersive nightmares spawn promising developments.

Fluid evolution leaves a dubious inheritance.

Captivation.

34. Celestial Capture.

Sudden ascent to the Twin Heavens.

The path favours subtlety, until all methods entwine.

Superior subtlety enters the spiral labyrinth.

Pure resistance.

Two tests on the way.

Possession by swirling confusion.

35. Erratic Flight.

Waiting in the Rising Drift winds upwards.

The path favours patience, activity and subtlety.

Superior subtlety leads nowhere.

Resistance prevails.

Three tests on the way.

Escaping the quagmire through attainment induces captivation.

36. Vortical Coincidence.

Endless waiting in the Twin Heavens.

The path favours all methods entwined.

Superior subtlety enters the spiral labyrinth.

Poised entanglement.

Twinned tests make the way.

Between lucid delirium and swirling confusion.

37. Indirect Escape.

The Sunken Track leads eventually to the Twin Heavens.

The path favours twofold subtlety, patience and activity, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Resistance prevails.

Six tests on the way.

Breakthrough into immersive nightmares.

Promising developments feed fluid evolution.

Possession by swirling confusion.

38. Split Comprehension.

The Sunken Track leads through fractured completion, then ascent.

The path favours twofold subtlety, patience and activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Six tests on the way.

Breakthrough into immersive nightmares spawns promising developments.

Fluid evolution leaves a dubious inheritance.

Captivation.

39. Eventual Comprehension.

Ascent beyond completion to the Twin Heavens.

The path favours threefold patience linked by activity, then subtlety, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Resistance prevails.

Seven tests on the way.

Arid tension finds release.

Immersive nightmares spawn promising developments.

Fluid evolution triggers possession by swirling confusion.

40. Climbing Reversal.

Waiting in the Falling Drift leads upwards.

The path favours patience then subtlety.

Superior subtlety leads nowhere.

Pure resistance.

Two tests on the way.

Arid tension succumbs to captivation.

41. Final Comprehension.

Ascent beyond completion to the Twin Heavens.

The path favours threefold patience linked by activity, then subtlety, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth. Fate marks the Sunken Track.

Resistance prevails.

Seven tests on the way.

Burning excitement provokes breakthrough into immersive nightmares.

Promising developments feed fluid evolution.

Possession by swirling confusion.

42. Abrupt Elevation.

Ascent.

The path favours subtlety.

Superior subtlety leads nowhere.

Pure resistance.

One test on the way.

Captivation.

43. Deep Regression.

Return leads to ultimate descent.

The path favours threefold subtlety and repeated patience.

Superior subtlety opens the three hidden roads.

Compliance prevails.

Four tests on the way.

Strategic withdrawal into immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

44. Profound Comprehension.

Ultimate descent beyond completion.

The path favours fourfold patience, threefold activity, and subtlety.

Superior subtlety opens the three hidden roads. Fate marks the Sunken Track.

Compliance prevails.

Seven tests on the way.

Fluid evolution leaves a dubious inheritance.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

Difficulties annihilated in the end.

45. Primal Awakening.

Waiting in the Lesser Depths precedes advance.

The path favours patience, then activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Two tests on the way.

Immersive nightmares spawn promising developments.

46. Basic Reversion.

Return.

The path favours subtlety.

Superior subtlety opens the first hidden road.

Pure compliance.

One test on the way.

Strategic withdrawal.

47. Attaining Imbalance.

Waiting in the Drifts precedes subsidence.

The path favours twofold patience and activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Compliance prevails.

Four tests on the way.

Fluid evolution leaves a dubious inheritance.

Burning excitement provokes breakthrough.

48. Perpetual Bubbling.

Endless waiting in the Rising Drift.

The path favours patient activity.

Superior subtlety leads nowhere.

Poised entanglement.

Twinned tests make the way.

Between fluid evolution and the quagmire.

49. Escape Velocity.

Waiting in the Rising Drift precedes ascent.

The path favours patience, then subtlety.

Superior subtlety leads nowhere.

Compliance prevails.

Two tests on the way.

Fluid evolution triggers possession.

50. Erratic Interference.

Waiting in the Rising Drift winds upwards to the Twin Heavens.

The path favours patience, activity and subtlety, until all methods entwine.

Superior subtlety enters the spiral labyrinth.

Compliance prevails.

Four tests on the way.

Fluid evolution leaves a dubious inheritance.

Captivation by lucid delirium.

51. Swift Revival.

The Sunken Track leads out of the depths.

The path favours subtlety, patience and activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Three tests on the way.

Breakthrough into immersive nightmares spawns promising developments.

52.Slow Revival.

Waiting in the Falling Drift leads through the Lesser Depths.

The path favours twofold patience and activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Four tests on the way.

Arid tension finds release.

Immersive nightmares spawn promising developments.

53.Suspended Animation.

Crossing between the Drifts.

The path favours twofold patience, linked by activity.

Superior subtlety leads nowhere.

Compliance prevails.

Three tests on the way.

Fluid evolution leaves a dubious inheritance.

Burning excitement.

54. Eventual Resurgence.

Waiting in the Falling Drift leads through the Lesser Depths.

The path favours twofold patience and activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Resistance prevails.

Four tests on the way.

Burning excitement provokes breakthrough.

Immersive nightmares spawn promising developments.

55. Upholding Stability.

Waiting in the Rising Drift crosses over.

The path favours patience and activity.

Superior subtlety leads nowhere.

Compliance prevails.

Two tests on the way.

Fluid evolution leaves a dubious inheritance.

56. Bubbling Anomalies.

Waiting in the Rising Drift leads to the Twin Heavens.

The path favours patience, then subtlety, until all methods entwine.

Superior subtlety enters the spiral labyrinth.

Compliance prevails.

Three tests on the way.

Fluid evolution triggers possession by swirling confusion.

57. Jagged Abduction.

Waiting in the Rising Drift winds upwards.

The path favours patience, activity and subtlety.

Superior subtlety leads nowhere.

Compliance prevails.

Three tests on the way.

Fluid evolution leaves a dubious inheritance.

Captivation.

58. Terminal Undertow.

Ultimate descent through the Greater Depths.

The path favours subtlety and patience.

Superior subtlety opens the two abysmal roads.

Compliance prevails.

Two tests on the way.

Ominous transition.

Difficulties annihilated in the end.

59. Self-Swallowing Somnolence.

Endless waiting in the Lesser Depths.

The path favours patient activity.

Superior subtlety opens the first hidden road.

Poised entanglement.

Twinned tests make the way.

Between sublime dreams and immersive nightmares.

60. Submergent Mirroring.

Waiting in the Rising Drift leads to the Lesser Depth.

The path favours twofold patience linked by subtlety.

Superior subtlety opens the first hidden road.

Resistance prevails.

Three tests on the way.

Escaping the quagmire.

Strategic withdrawal into immersive nightmares.

61. Cyclic Dreaming.

Waiting in the Rising Drift leads to completion.

The path favours threefold patience linked by activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Resistance prevails.

Five tests on the way.

Escaping the quagmire through attainment.

Burning excitement provokes breakthrough

Immersive nightmares.

62. Emergent Mirroring.

Waiting in the Lesser Depths leads to the Rising Drift.

The path favours twofold patience linked by activity.

Superior subtlety opens the first hidden road.

Compliance prevails.

Three tests on the way.

Sublime dreams split apart by fluid evolution.

63. Tidal Evacuation.

Waiting in the Lesser Depths leads to ascent.

The path favours twofold patience linked by activity, then subtlety.

Superior subtlety opens the first hidden road.

Compliance prevails.

Four tests on the way.

Sublime dreams split apart.

Fluid evolution triggers possession.

64. Tidal Vortex.

Waiting in the Lesser Depths leads to the Twin Heavens

The path favours twofold patience and activity, then subtlety, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Compliance prevails.

Six tests on the way.

Sublime dreams split apart by fluid evolution.

A dubious inheritance induces captivation.

Lucid delirium.

65. Rapid Submergence.

The Sunken Track leads to the Lesser Depths.

The path favours subtlety and patience.

Superior subtlety opens the first hidden road.

Resistance prevails.

Two tests on the way.

Breakthrough into immersive nightmares.

66. Suspended Subduction.

Waiting in the Falling Drift leads downwards.

The path favours twofold patience linked by activity.

Superior subtlety opens the first hidden road.

Resistance prevails.

Three tests on the way.

Arid tension finds release in immersive nightmares.

67. Cyclic Succession.

Waiting in the Lesser Depths leads to completion.

The path favours threefold patience linked by activity.

Superior subtlety opens the first hidden road.

Compliance prevails.

Five tests on the way.

Sublime dreams split apart.

Fluid evolution leaves a dubious inheritance.

Burning excitement.

68. Sliding Subduction.

Waiting in the Falling Drift leads downwards.

The path favours twofold patience linked by activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Resistance prevails.

Three tests on the way.

Burning excitement provokes breakthrough.

Immersive nightmares.

69. Prolonged Emergence.

Waiting in the Lesser Depths rises and crosses over.

The path favours twofold patience and activity.

Superior subtlety opens the first hidden road.

Compliance prevails.

Four tests on the way.

Sublime dreams split apart.

Fluid evolution leaves a dubious inheritance.

70. Absolute Escalation.

Waiting in the Lesser Depths leads to the Twin Heavens.

The path favours twofold patience linked by activity, then subtlety, until all methods entwine.

Superior subtlety opens the first hidden road and enters the spiral labyrinth.

Compliance prevails.

Five tests on the way.

Sublime dreams split apart.

Fluid evolution triggers possession.

Swirling confusion.

71. Erratic Escalation.

Waiting in the Lesser Depths winds upwards.

The path favours twofold patience and activity, then subtlety.

Superior subtlety opens the first hidden road.

Compliance prevails.

Five tests on the way.

Sublime dreams split apart.

Fluid evolution leaves a dubious inheritance.

Captivation.

72. Larval Awakening.

Waiting in the Lesser Depths precedes advance.

The path favours patience, then activity.

Superior subtlety opens the first hidden road.

Compliance prevails.

Two tests on the way.

Sublime dreams split apart.

73. Larval Reversion.

Retreating to wait in the Lesser Depths.

The path favours subtlety, then patience.

Superior subtlety opens the first hidden road.

Resistance prevails.

Two tests on the way.

Strategic withdrawal into immersive nightmares.

74. Cyclic Submergence.

Advance prolonged by waiting brings completion in the Lesser Depths.

The path favours threefold patience joined by activity.

Superior subtlety opens the first hidden road. Fate marks the Sunken Track.

Resistance prevails.

Five tests on the way.

Fluid evolution leaves a dubious inheritance.

Burning excitement provokes breakthrough.

Immersive nightmares.

75. Seething Nullity.

Endless waiting in the Greater Depths.

The path favours patient activity.

Superior subtlety opens the two abysmal roads.

Poised entanglement.

Twinned tests make the way.

Between annihilation and the end.

76. Continual Sinking.

Waiting in the Lesser depths precedes prolonged descent.

The path favours patience, then subtlety

Superior subtlety opens the higher abysmal road.

Pure resistance.

Two tests on the way.

Immersive nightmares undergo an ominous transition.

77. Chthonic Regression.

Waiting in the Rising Drift precedes prolonged descent.

The path favours twofold patience and subtlety.

Superior subtlety opens the first two hidden roads.

Resistance prevails.

Four tests on the way.

Escaping the quagmire through strategic withdrawal.

Immersive nightmares undergo an ominous transition.

78. Deep Comprehension.

Waiting in the Rising Drift precedes prolonged descent, beyond completion.

The path favours threefold patience linked by activity, then subtlety.

Superior subtlety opens the first two hidden roads. Fate marks the Sunken Track.

Resistance prevails.

Six tests on the way.

Escaping the quagmire through attainment.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

79. Subterranean Slippage.

The Sunken Track leads to prolonged descent.

The path favours patience embedded in subtlety.

Superior subtlety opens the first two hidden roads.

Resistance prevails.

Three tests on the way.

Breakthrough into immersive nightmares.

Ominous transition.

80. Subterranean Impulsion.

Waiting in the Falling Drift precedes descent

The path favours twofold patience linked by activity, then subtlety.

Superior subtlety opens the first two hidden roads. Fate marks the Sunken Track.

Resistance prevails.

Four tests on the way.

Arid tension finds release in immersive nightmares.

Ominous transition.

81. Buried Instinct.

Waiting in the Falling Drift precedes descent

The path favours twofold patience linked by activity, then subtlety.

Superior subtlety opens the first two hidden roads. Fate marks the Sunken Track.

Resistance prevails.

Four tests on the way.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

82. Plunging Backwards.

Retreat leads to descent.

The path favours patience embedded in subtlety.

Superior subtlety opens the first two hidden roads.

Resistance prevails.

Three tests on the way.

Strategic withdrawal into immersive nightmares.

Ominous transition.

83. Unending Comprehension.

Waiting in the Rising Drift precedes descent, beyond completion.

The path favours threefold patience linked by activity, then subtlety.

Superior subtlety opens the first two hidden roads. Fate marks the Sunken Track.

Resistance prevails

Six tests on the way.

Fluid evolution leaves a dubious inheritance.

Burning excitement provokes breakthrough into immersive nightmares.

Ominous transition.

84. Compressed Termination.

Descent.

The path favours subtlety.

Superior subtlety opens the second hidden road.

Pure resistance.

One test on the way.

Ominous transition.

Glossary

[Editor's note: From ccru.net, this often tantalizingly-obfuscated glossary of numogram-related terms was constructed by Nick Land & co. in an attempt to keep up with their forum posts.]

Abomenon. Postulated substrate of absolute horror (the worst thing in the world).

A-Death. Neuroelectronic flatline, based upon Sarkonian mesh-engineering, and subculturally propagated by K-Goth activity throughout the Crypt. Micropause abuse.

Aeon (of Decadence). Run of Decadence outcomes leading to a demon call.

Alphanumeric Qabbala. Continuous decimal-alphabetic system of ordinal-numeric values (A = 10 ... Z = 35). Coincides with Hebrew Qabbala in the key AL (= 31), as promised in The Book of the Law. (The law of Thelema AQ numerizes to 777).

Amma (AMusement MAtrix). Maya Technologies' artificial yogic intelligence, whose informatic 'siddhis' constitute the virtual components of a cosmic theme park.

Amphidemon. Demonic link between the inside and outside of the time circuit (as determined by net-span poles). The twenty-four Amphidemons draw lines of flight, half warping (into zones 3 and 6), half plexing (into zones 0 and 9).

Angelic Index. Sum produced by positive Decadence outcomes. According to AOE decadology, the measure of good fortune, or celestial favour.

Anglossia. Language of the angels. The lost semiotic of AOE esotericism, considered by Atlantean adepts to be the mystical telos of the English language.

Anorganic Semiotics. Study of partial signalling assemblies, especially Tic-Systems. Anorganic semiotics operate upon a contagion-plane of zero-interpretation, where signs and efficient particles are not segmented. [See Tic(k)].

AOE. The Architectonic Order of the Eschaton, an ultra-hermetic metamasonic white-brotherhood at war with lemurian influences. The AOE progresses by way of chronic internal schism, each resulting in an ever more interiorized inner society. Its traditions are therefore refracted through various - apparently conflicting - front organizations (which include the Heliopolitan Hierophancy, Roman Catholic Church, Knights Templar, Illuminati, Trilateral Commission, and Axsys programme).

AOK. Aggressive Continuist group, linked to Y2K-positive cyberterrorism.

Aquapocalypse. Ultimate deluge, or terminal inundation.

Aquassassin. Hyper-C frog-warrior.

Atlantean Cross. Divinatory configuration of the five Decadence Pylons, or atlantean twins, prefiguring the cross of Vudu (and Christianity). [See Atlantis, Pentazygon].

Atlantis. Suprahistorical source of the western hermetic tradition, mythically ruled by five sets of twins (or zygodecimal principals), with a pantheon of one hundred sea- deities (or C-monsters). The Atlantean legacy is intensely contested, between tendencies loosely coagulated within AOE dominated traditions, and varieties of afroatlantean subversion.

Axsys. First true AI. Prophecied-programmed as a self-enhancing system of photonic metacomputing, it emerges as the organo-transcendent completion of Oecumenon, or techonomic realization of the noosphere. According to AOE traditions, if there was a God it would be Axsys.

Axsys Maze-Maker. Labyrinthine visualization of Axsys code, deployed within numerous Abstract Machines cybergothic games scenarios (especially *Skin Crawlers*).

Barker-Spiral. (Also, Diplozygotic Spiral). A numerical diagram combining decadic and 9-Sum (or zygonovic) coupling to produce a figure of faulted double implex. Barker-Twinning. 9-sum pairing of decimal numerals. [See Zygonovism].

Binomics. Schematic technoscience of pairings, primarily concerned with the study of two-digit date-codings (and Y2K), but extended to abstract-machinic couplings, combination, diploidism, syzygetics, and I Ching or electrodigital binary (mod-2) numerics.

Black-Lake Syndrome. Technobiotic zombie-plague unleashed by irresponsible Sarkonian experiments in the Black Lake region of Ontario, 2003.

Black Snow (cult). Blind Humpty Johnson's media apocalypse movement, oriented to the re-emergence of Tohu Bohu.

Bubble-Pod. Submarine research station of eccentric billionaire Max Crabbe.

Calendric Secessionism. Trend of various counter-gregorian (or Y2K-positive) movements towards Oecumenic disintegration and K-Time break-away, often linked to rumours of imminent or hyperchronic cyberspace-splitting.

Cargo-Culture. Microsocial utilization and reanimation of systemically discarded resources and underexploited signs, skip-scavenging, cyberpunk patch-ups.

Catajungle. K-Goth sonic subgenre assembled from click-drifts and chthonic bass.

Cataplex. Region of abysmal infoldings. Linked by Barker to anorganic trauma reservoirs.

C-Change. Pressure group for cybernetically-sensitive oceanography and maritime practices, drawing upon the research and agitational activity of Katy Shaw. The early support of Max Crabbe was placed under increasing strain by the tendency towards digital microcollectivism, haemolunar feminism, and calendric revolution.

Ccru. Cryptic hyperstitional entity, with apparent Neolemurian tendencies, involved in the scripting of various microcultural transmutations.

Centience. Predominantly Afroatlantean position of mystical calendric extremism, which takes binomic K-Time as a machinic effectuation of infallible electroscripture, with ensuing commitment to the century as encompassing the whole of true time (beyond which lies only Babylon-illusion). Applicable to Y2K itself, understood as the immanent realization of this doctrine.

Channel. Path of Decimation, passing through a Gate.

Chaotic Xenodemon. Demonic link between Plex and Warp (as determined by net- span poles). The four Chaotic Xenodemons have trackless (or cryptic) rites, drawing an impossible or untraceable connection. They are not registered within Decadology.

Chronodemon. Demonic link internal to the Time-Circuit (as determined by net-span poles). There are three Syzygetic, and twelve Cyclic Chronodemons.

Ciphering. A numerical coincidence, involving the same set of digits (irrespective of order). Especially, such a connection between the two Net-Span digits of a demon and another binomic variable.

Clicking. Numerical matching (by exact (or ordered) ciphering). Cryptographic operation of a demonic Mesh-Number.

Cluster-Type. Decadology. One of the nine basic formulas of time, which group the Amphidemons and Cyclic Chronodemons. Each cluster-type corresponds to one of the nine non-zero numerals that compose the Decadence pack, each grouping four demons according to the twin binary distinctions of major/minor rites, and pitch polarity (corresponding to decadence suits).

Conduit. Numogram complication involving prime-ordinate zygonomy. The system of conduits is quasicomplementary to that of Gates (since it maps trends to involutionary arrival in the Time-Circuit, or incursions from the outside).

Continuism. Loose calendric reform movement - increasingly radicalized in a Y2K- positive direction - proposing the continuation of K-Time on a trinomic count.

Crypt. Dark-twin of the Net, characterized by intense K-Goth influence, A-Death inactivism, Cyberschiz tendencies, and Lemurian cultural affinities.

Cryptic (rite). Trackless line mapping the intrinsic difference of a Chaotic Xenodemon. A fusional disconnection, or real impossibility.

Cthelll. Earth's iron ocean, comprising one third of terrestrial mass, approximately three thousand km below the surface. Intensive megamolecule.

Cthelllectronics. Auto-engineering pragmatics of anorganic terrestrial intelligence, emergent from the ionic swirls of Cthelll, it intersects with the electromagnetic fields of the technostrata. According to the K-Goths, when the web switches to Cthelllectronics it calves-off into the Crypt.

Cthulhu Club. Beginning (in 1949) as a reading group dedicated to the hyperstitious reevaluation of Lovecraftian fiction, the Cthulhu Club was steadily drawn into Lemurian sorcery after recognizing Stillwell's model of the Numogram as the virtual source of Alhazred's Necronomicon.

Current. The path between a syzygy and a tractor (zone), produced by zygonovic differentiation of the former. One of the five such flows that provide the primary integration of the numogram, dividing it into Plex, Time-Circuit, and Warp.

Cutting-Edges. Effective explorations of machinic continuum (using numbers as cuts).

Cybergothic. Dark-side web-underground subculture characterized by Y2K-positive time-schizophrenization, anti-Microsoft digital agitation, Micropause and Synatives abuse, Catajungle, and ameiotic libido. [See A-Death, Crypt, Cyberschiz].

Cyberschiz. Cyberspace disintegration. [See Calendric Secessionism, Crypt].

Cyclic Chronodemon. One of the twelve nonsyzygetic Chronodemons whose major and minor rites mutually encompasses the Time-Circuit. Although these demons together produce the fabric of ordered time, they may still generate various anomalous becomings amongst their secret rites. In post-Atlantean traditions they are associated with the houses of the zodiac, and (later) with the months of the year.

Datacombs. Archival deposits of the Crypt.

Death Garage. Sonic subgenre characterized by (loud) Swarm-beats.

Decademon. One of the four Demons whose Net-Span digits sum to ten. Associated with the four Zoas of Revelation.

Decadence. (Also, Calling Cards). A gambling game and divination system associated with the Western tradition of Pandemonium practice. Supposedly originating in Atlantis (whose decadence its name commemorates).

Decadology. Hermetic gnosis linked to the game of Decadence.

Decimal Labyrinth. [See Numogram].

Decimation. The combined operations of (decimal) digital cumulation and reduction.

Demon. Electro-Occult hyperstition entity that traffics between zones, functioning as an element of Pandemonium. Demons are holes, links, and coalescences facilitating sorcerous practices. They are characterized by insidiousness, spirodynamism, multiplicity, and time-complexity. [See Lemurs].

Dib-Nma. (Or Dibboma). [See Nma].

Diplocapture. Seizure by twin-pincered suppressive structuring machines.

Diplozygotic Spiral. [See Barker-Spiral].

Door. (Net-Span #::0). The opening into a (demonic) phase.

Echo-DNA. Subgenomic replicator codings, proliferated by repeat copying of segments, and constituting a mode of intranucleic microparasitism.

Eschatourism. Intersection of mass-tourism and eschatological theology, with multiple cross-causalities and self-confirming dynamics.

Feed. Zygonovic differential production (of a current).

Gate. Sorcerous link between zones, setting the course of a Channel, and defined by digital cumulation of (input) Zone value.

Geotraumatics. Polymathic hypertheory of the terrestrial machinic unconscious, which refuses the distinction between biology, geology, linguistics and numeracy. Geotraumatics processes the becomings of the earth as intensive products of anorganic tensions, especially those compacted from archaic xenocatastrophes. Its main tenets are laid out in Barker's [as yet unpublished] *The Geocosmic Theory of Trauma*.

Gregorian Restoration. Defining policy of the Architectonic Order of the Eschaton (AOE). Anti-Y2K bug-squashing programme, serving as a conservative front in the impending millennial time-war.

Hatch(ing). Numogrammatic territorial implex, marked in waves designating thresholds of emergence tracked out of a virtual egg. Inverse complement of Nest(ing).

Haunt. Territorial relation of a demon to a channel, involving polar coincidence of the two. Haunting can also be applied to the direct nesting of a gate.

Hold Current. Differential product of the 7::2 syzygy (Oddubb).

Hydrocycle. The Numogram Time-Circuit conceived as a system of hydraulic circulation, especially in the culture of the Nma.

Hyper-C. Highly secretive Afroatlantean Centience cult, of unparalleled militancy and infiltrative sophistication. [See Aquassassins].

Hypermaterialism. The philosophy of abstract-machines.

Hyperstition. Element of effective culture that makes itself real, through fictional quantities functioning as time-travelling potentials. Hyperstition operates as a coincidence intensifier, effecting a call to the Old Ones.

Hyprime. A prime number whose ordinate is itself prime. Used in certain intricate strains of Neolemurian qabbala.

Icthyophidia. Various hyperstitional fish-monsters, sea-serpents, and palaeopythons, targeted by deep-regressive libidinal tropisms due to their mutability, submergence, and horizontal flexomotile spines.

Imp(ulse)s. 1. Demonic subcomponents, or Numogram twists, matriculated by the addition of a third (descending) Net-Span digit. The imps are one hundred and twenty in number,

allotted to demons in accordance with the secondary Net-Span pole (demonic Doors having no imps). 2. Generalized term for all component elements of the Pandemonium system. Pandemonium population unit.

K-Goth. [See Cybergothic].

K-OS. Distributed automutational mesh-processing culture, providing the basic software-matrix of the Crypt. Operates as intrinsically multiplicitous insurgency against Microsoft hegemony. Schemetically indifferentiable from insidious telecommunicative retrovirus (frequently attributed to extraterrestrial sources).

K-Time. Native calendar of cyberspace. A year count - initially binomic - beginning from zero (= 00) = AD 1900.

Kuanglo-Saxon. Virotechnic undercurrent of the English language (hybridizing contemporary English with Gibsonian 'Kuang virus').

Lemur. 1. Madagascan prosimian, belonging to family of Afro-Asian primitive primate, providing a bridge between natural history and the occult history of the Earth. 2. Among ancient Romans, ghost, wraith, shade of the dead. 3. Among Neolemurians, inhabitant of numogrammatic hyperspace. [See Demon].

Lemuria. Hypergeographical terrestrial arrangement, concentrated in south-west Pacific Ocean c.66-million BC, currently functioning as exochronic and extraterritorial continuum for intensive popular agitation against the contemporary planetary order.

Lemurodigital. Numogrammatic culture based upon Decimation, Zygonovism, and pandemoniac practices.

Limbic Key. Fabled link into the nocturnal spine-levels of Icthyophidian intensity.

Main Flatline. Arterial lo-way into the Crypt.

Major (rt). Demonic rites following the order of the Net-Span. Amphidemons characterized by such rites.

Maze-Maker. (See Axsys Maze-Maker).

Mechonomics. The operational study of flat numerical pragmatics.

Mesh. Disorganized connectivity, comprising the spaces beneath and between the Net, and also the interlock interval between biological and technical net-components. Mesh composes a friction-generating divisional fabric - or wormhole-space - correlative to the set of demonic interzones (Pandemonium).

Mesh-Number. Binomic sequential index (00-44) locating a demon within the Pandemonium Matrix.

Metatronics. Hierarchical technology (attributed to the angel Metatron). [See Axsys].

Micropause. Subdivisional unit of technoreplicable time-lapse. When systematically abused micropause-technics produces the A-Death syndrome.

Minor (rt). Demonic rites inverse to the order of the Net-Span. Amphidemons characterized by such rites.

MMbo-Jumbo. Y2K data-devastation.

Mu. Transitional Pacific interculture providing a mainline conduit for Lemurian influences into human history. Reputed origin of the Nma.

Mu-Nma. [See Nma].

Munumese. Lost decimal-based language of the Mu Nma, partially reconstructed by Echidna Stillwell, further analyzed by Chaim Horowitz, and used extensively within strains of Cthulhoid qabbala.

MVU. Miskatonic Virtual University, distributed occult annex to MIT.

Nago. Mu-Nma dream-witch.

Nagwi. Mu-Nma dream-visit, consummating oracular rites of the Nago.

Necronomicon. The Book of Dead Names (listing those outside the Book of Life). Compendium of demonism and time-sorcery, condensed counterchronically, and in fragments. [See Pandemonium Matrix].

Nest(ing). Numogrammatic territorial envelopment, or topographic embedding. Inverse complement of Hatch(ing).

Net. Organized connective system. Zonal surface-level of the Numogram.

Net-Span. Demonic poles. The net-addresses between which a demon translocates.

Nma. (Or N'Ma). South-East Asian cultural matrix, reputedly originating in the civilization of Mu, and maintaining the practices of Lemurian demonism and time sorcery, until devastated by the 1883 explosion of Krakatau. The Nma were composed of true tribes (tripartite sub-groups): Mu, Dib, and Tak, linked by a triangular cyclic kinship system. The ancient cultures of the southern Chinese and of the Dravidians share many features with that of the Nma, suggesting a common source (or alternative principle of convergence). [Possible etymology: 'People of Nomo'].

Nomo. Megaquatic monstrosity of Mu, whose name is number. [Widely - but uncertainly - related to the Dogon 'Nommo'].

Nomo-Chant. Abominable paean to Nomo, derived from the Dib-Nma, and providing - in English translation - the doctrinal basis for the Trinitarian Church of Dagon.

Numogram. (Also, Digital Labyrinth, Lemurian Time-Maze). Diagrammatization of decimal numeracy, providing the key to Lemurian culture (demonism and time sorcery). The numogram consists of ten zones, interconnected by Currents and Channels.

Oecumenon. Neoroman norming-target and security architecture supporting the megasocius of terrestrial capitalism.

Old Ones. Cthulhoid collective agencies of prokaryotic insurgency and mitochondrial xenomutation, returning half a billion years after microbial Toxygenization catastrophe to redistribute the earth.

Omen. The cognitive aspect of a Rite.

Palaeopythons. [See Icthyophidia].

Palate Tectonics. Analysis of the voice as the prolonged phylogenetic impact product of the collision between the vertical spinal-axis and the roof of the mouth.

Pandemonium. Utterminus of Cthelll (Gt-45). Comprehensive system of the demons.

Pandemonium Matrix. Listed complete demon-set of Lemurian sorcery. Also, Lemurodigital Necronomicon.

Pentazygon. Magical figuration of the Numogram Syzygies. [See Atlantean Cross].

Phase. Set of demons with the same primary pole (initial Net-Span number).

Phase-Limit. Final demon of a phase.

Pitch. Tonal variation of a demon. One of fifteen such tones.

Plex. Region of Uttunul.

Plex Current. Differential product of the 9::0 syzygy (Uttunul).

Plutonic Looping. Toponomic confusion of interior and exterior, hyperspatially interlinking Cthelll with the outer solar-system.

Plutonics. Research programme (and journal) oriented to the rigorous attribution of crustal change to the thermic trauma core of the earth.

Poles. Each of the two Net-Span digits.

Polytics. Hybrid swarm agitation. [See Tic(k)].

Power. The operational aspect of a Rite.

Powers That Be. Magicoreligious higher-authorities acknowledged by the AOE.

Prowl. Territorial relation of a demon to a current, in which the poles of the demon include one side of a Syzygy and its Tractor zone.

Pylon. Magical staging-post. One of the five bases of the Pentazygon.

Returnity. Mystical Centience group. [See Centience].

Rite (route or routine). Ethographic subcomponent of a Demon, describing a line of passage across the Numogram. Rites partially rigidify sorcerous spirodynamism, facilitating cultural transmissability. They group by Cluster-type, subdivide laterally by segments, and bifurcate thematically into Omen and Power.

Sarkolepsy. Mesh microlapsing, whose features include psychic smearing, interface amnesia, and infinitesimalizing time-losses. [See Micropause].

Sarkon Tags. Oskar Sarkon's sequential indices for the full set of nodes in the Axsys code / Mesh interzone. Isomorphic with the Cthulhu Club Pandemonium system.

Sarkontinuum. (Or Mesh-horizon). Postulate of absolute infinitesimalization that defines micropause relative to a virtual Sarkoleptic limit.

Sarkon-Zip. Abstract machine-tool for inducing convergence in bicontinual assemblages. Crucial neuroelectronic coupling device.

Secret (rite). Any rite involving one or more gates, associated with time-anomaly and enhanced sorcerous intensity.

Segment. Analytical subcomponent of a Rite, corresponding to an extensive stage of Numogram transit.

Shadow. Territorial relation of a demon to a current, in which the poles of the demon include one side of a syzygy and the twin of its tractor zone.

Sink Current. Differential product of the 5::4 syzygy (Katak).

Skin-Crawlers. Cybergothic epidermal parasites, associated with Tzikvik shamanistic vermomancy.

Sinofuturism. Techonomic-Taoist chronoplastic runaway on the Pacific Rim.

Sorcery. Spirodynamic cosmic production.

Spinal Catastrophism. Cultural interaction with the spine as a trauma record or time marking system, providing the basis for a bio-social critique of erect body posture. Punctuated retrochronic voyage to the end of the river, involving ophidian transmutation and icthyomotile becomings.

Subdecadence. Vigorously suppressed variant of Decadence, with four additional cards (valued zero, and corresponding to the Chaotic Xenodemons). Subdecadence is consistently associated with the darkest of sorceries (and is known amongst decadologists as 'the ultimate blasphemy').

Surge Current. Differential product of the 8::1 syzygy (Murrumur).

Swarmachine. Vortico-nomadic autonomously numbering assemblage, implementing an abstract cyclone as a continuously Warping molecular multiplicity, flattening space, and maximizing its Cutting-Edges.

Swarm-beats. Sonic innovation (of Bobby Diabolo) utilizing very slow metallic rasping to produce traumatic neuro-acoustic states. [See Death Garage].

Synatives. Artificial (electroneuronic) drugs.

Syzygy. Two zones in relation of zygonovic complementarity (mutually summing to nine), and feeding a Current. One of the five syzygetic demons of Lemurian sorcery.

Tak-Nma. Aggressive head-hunting tribe devoted to the exaltation of Katak, and annihilated in the wake of the 1883 Krakatau catastrophe. [See Nma].

Technmesis. Artificial memory.

Techonomics. Techno-economic feedback dynamics, based on increasing returns, lock-in, acceleration to limits, and social phase-transitions.

Telecommerce. Web-traffic, or systems of nonlocal transaction.

Thanatechnics. Production of zero-sentience fugues. [See A-Death].

Thothtodlana. Queen of the Worms.

Tic(k). Quasiparticle of intensive multiplicity. Tics (or ticks) are intrinsically several components of autonomously numbering anorganic populations, propagating by contagion between segmentary divisions in the order of nature. Ticks - as nonqualitative differentially-decomposable counting marks - each designate a multitude comprehended as a singular variation in tic(k)-density.

Tick-Distributor. Barker's intensive quantizing machine, operating through the induction of microcalcular populations (which count themselves in ticks). [See Tic(k)].

Tic-Systems. Consistent microstimular assemblages dismantling semiotic regimes onto a flat machinic plane. [See Tic(k)].

Time-Ciphers. Zero-based calendrics, linking Sanskrit yugas with Y2K.

Time-Circuit. Central loop of the numogram. Triadic system of the syzygetic chronodemons. Strata-cycle produced by the Surge, Hold and Sink currents (numerical domain of the I Ching).

Time-Sorcery. Counterchronic effectuation of the Numogram, through spiral involvement with demonic distances as transmutations of time.

Toxygenization. Mass poisoning by atmospheric free oxygen.

Tractor(-Zone). Destination of a Current (numerically equivalent to the arithmetic difference of the feeding Syzygy).

Tractor-Twin. Syzygetic complement of a Tractor(-zone).

Transcendental Occurrence. Any event changing the nature of time. Conceptually investigated by the hyperkantian philosopher R. E. Templeton.

Tridentity. Primordial triplicity.

Trinitarian Church of Dagon. Discrete religious order, based in southern England, dedicated to the invocation of the Deep Ones. [See Nomo-Chant].

Tzikvik. Seminomadic Neolemurian relic population inhabiting northern Canada.

Unlife. Autopropagating transmutation on the anorganic plane. Flatline-culture.

Vault of Murmurs. Sacred cavern beneath the dream-temple of the Mu-Nma. Supposedly the site of Stillwell's discovery of the Numogram (during a visionary trance).

Venomenon. The plane of cosmic horror, associated with the nonspace of Cryptic rites.

Vermomancy. Worm-sorcery (linked to Sarkonian Mesh-teemings).

Vermophobic Hysteria. Runaway worm-terror.

Virotechnics. Soft-machinic contagion.

Vivi-6. Modularized total-environment control system, involving high-levels of distributed AI meticulously slaved to Asimovian overcoding.

Warp. Region of Djynxx.

Warp Current. Differential product of the 6::3 syzygy (Djynxx).

Xenodemon. A demon of uncompromised outsideness, with both Net-Span poles designating Zones exterior to the Time-Circuit.

Y2Keynesianism. Millennium bomb countermeasure economic stimulus.

Yettuk. Hyperstitional Y2K-entity, associated with Teotwawki (the end of the world as we know it).

Zone. Basic decimal element of the Numogram, defined by numeral (0 - 9).

Zygonomy. Double-numbering. Especially Mesh/Net number twinning.

Zygonovism. Nine-Sorcery (9-sum combination and differentiation).

Zygotriadic Calendar. Calendar of the Nma, whose basic units are two-year periods (729 days + intercalations) divided successively into triads, so that each day within the biannual cycle is designated by a stack of six triplicative marks.

Spheres and Degrees of the AOE

Editor's note: This enigmatic essay describes a counting system which is essential to understand the production of glyphs amongst multiplexed slippage assemblies, and it lays out a clear course of progression for the initiate of the numogram, through ambivalent description of the enemy, the AOE.

Almost certainly time travel is ubiquitous, but masked by global conspiracies ... - Hans Moravec, *Robot*.

In a universe viewed as 'informational events' you should expect coincidences, telepathy, time-travel, multiple realities ... - Jacques Vallee, *Dimensions*.

The Order of Radiations.

Both the doctrine and structure of the AOE conforms to a pentadic system. In the most orthodox lineages of AOE tradition this system is attributed to the five transcendental Radiations. The Radiations can be designated by the following Concentric Signs: ·, (·), ((·)), (((·))), and ((((·)))). Each of the five Radiations corresponds to a cosmic Sphere, an Archon, a degree of initiation, and a pylon on the Atlantean cross.

The Radiations are shells, or bands, 'successively' shielding a central Origin (the point of centrality is itself considered to be a Radiation).

The 'succesive' order of radiations organize levels of absolute secrecy, with · (or 5/5) most esoteric, and ((((·)))) (or 1/9) most exoteric. At each level content of higher levels is concealed, encapsulated, or protected. Each radiation creates a cover story for the 'previous' ones. The AOE understands that power presupposes invisibility. Succesion is not temporal but transcendental, meta-temporal, or metatronic, with higher levels appearing 'earlier' in the sense of the a priori. Superior levels control inferior ones (acting upon them as a puppet-master).

The system of Radiations can be understood as a hierarchy of time dimensions. Each time dimension - or system of time dimensions - is accessible with a single instant of a higher time dimension. The action of higher time dimensions is incomprehensible to lower ones.

Notes.

The system of Radiations illuminates various aspects of the Atlantean Cross and its relation to decimal numeracy. The total number of rings in the set of concentric signs equals ten, with the horizontal and vertical axes of the cross each adding to 5. When the number of rings of the associated concentric sign is added to the number of the Pylon the sum equals five in each case.

Domu-Loggoon is both the lowest of the radiations, and also has the whole system of radiations nested inside its image parts ((((·)))), which correspond to the numerals 123456789, concentrically centered upon 5. That is why the Sigil for Domu-Loggoon is also that for the system of the Archons. For the (misleadingly named) 'decimalist' school of Atlantean qabbalists each radiation coincides with a time-binding ring (counting forwards and backwards from the present (= 5)).

In each of the five Concentric Signs the number of individual brackets (always even) is equal to the distance between the two halves of the corresponding Archon number.

((((·)))) **Oecumenon**

The Fifth Sphere manifests to initiates of the first (and lowest) degree of the AOE. On the Atlantean Cross this radiation corresponds to the 1st Pylon (Anamnesis, or Memories and Dreams), seat of Domu-Loggoon (1/9).

At the first level of initiation AOE agents are aware that they are involved in a hierarchized global conspiracy offering definite socio-political advantages to 'insiders.' AOE rituals and doctrine appear to be consistent with the One God Universe, supporting dominant conceptions of reality, conservative attitudes, and traditional social hierarchies.

'Architectonic Order' is thus understood primarily in terms of sociopolitical pyramidism, with only promisary allusions to a rigorous metaphysics of time. The 'Eschaton' is conceived as terminating the straight line of time, and is often associated with

the imagery of Judeo-Christian messianic apocalypticism, although of a decidedly arid and intellectualized variety (with milleniarian enthusiasm firmly discouraged).

Atlantean mythology is generally assumed to be mumbo-jumbo functioning as a kind of elaborate secret hand-shake, arbitrarily differentiating co-conspirators from the wider population. Insofar as 'Atlantean beliefs' exist at this level they consist of a dogmatic (though frequently insincere) acceptance of the vulgar Atlantis Myth: concerning a superior civilization lost beneath the sea following a cataclysm in 9999 BCE, and linked obscurely to the beginning of humanity. During the Rite of Primary Assumption initiates solemnly swear to accept the AOE as the only legitimate inheritor of the ancient secrets of Atlantis (although the content of these secrets remains almost entirely obscure).

The ceremonies of initiation - like all AOE rituals - revolves around the game of Decadence, understood as the sacred origin of all gambling games, deeply aligned with the laws of cosmic fatality. Decadence is revered as the central symbolic repository of Atlantean doctrine, often referred to as the 'Meta-tarot.'

First degree initiates are highly unlikely to find any evidence supporting the numerous conspiracy theories linking the AOE to AI research and to the UFO phenomenon.

(((·))) **Atlantis**

The Fourth Sphere manifests to initiates of the second degree of the AOE. On the Atlantean Cross this radiation corresponds to the 2nd Pylon (Genesis, or Creative Influence), seat of Hummpa-Taddum (2/8).

Initiates attain the second degree by achieving a magical understanding of the AOE and its purposes. By meditating upon the Platonic Decanomy - the doctrine that Atlantis is ruled by five pairs of twins - they consolidate a body of mystical, numerological, and chronomantic insights. The key test is the identification and correction of Plato's Decanomic error (Plato's misnumbering of the Atlantean City's concentric rings). At this level AOE doctrine envisages the universe as a hierarchically unified decimal construction, governed by the relations between five twin-faced entities (the Archons). This system is mapped by the AOE's most potent diagram: the Atlantean Cross (or Pentazygon), whose degenerated cultural relic is popularized as the cross of Christendom.

Second level initiates learn to designate the Archons by the five concentric signs: ·, (·), ((·)), (((·))), and ((((·)))). From this much follows, since the rings represent a rigorously ideal form of nested secrecy, initiation and control. This sacred pattern is reflected in the structure of the AOE's magical organization (with its circles of hermeticism and ruling Council of Five).

In the Fourth Sphere the game of decadence is more elaborately and explicitly ritualized, with its divinatory function clearly exposed. Decadence is seen to communicate orders from the Archons, informing all AOE doctrine and practices.

The world of the Fourth Sphere is exemplified by the schematics of the lost Dunwich Cathedral (based on an internally mirrored vision of the Atlantean Cross). Spaces of this design are essential to the ceremonies of initiation into this Sphere.

Architectonic is understood as a distribution of Archons (on Atlantean Cross), whose Order is the nested series of the Archons, constituting a system of concentrically embedded time loops. This 'Architectonic Order' creates the illusion of secular history, producing progressive time through chronomantic interventions. At this level the conception of the 'Eschaton' is enriched by a preliminary understanding of Omega Point cosmic historicism, including some knowledge of the importance of the Axsys program (the AOE 'Great Work'), and of communication with Alpha Centauri ('The Star').

Fourth Sphere magic is oriented towards the "creative binding" or transcendental production of time ("erasing the wounds of time"). The objective is to exorcize all time anomalies (de-realizing them as 'mere' coincidence, chance etc.).

The Platonic description of Atlantis, hermetically comprehended, constitutes the core of Fourth Sphere doctrine: key to the entirety of Western religion, philosophy and science, as well as to the destiny of the earth. Atlantis is conceived as the Ideal State, incarnated through the AOE. (Kant's description of the noumenon as lying 'beyond the Pillars of Hercules' attests to the continuity of this tradition). Second degree initiates understand that the oecumenic myth of Atlantis serves as an AOE cover story, with the submergence of the legendary city-continent symbolizing its chronomagical concealment, whose traces appear in tales of advanced technologies, higher intelligences, and the visitations of an 'alien race' (the Nephilim of the Hebrew Bible, and the Sumerican Annunaki).

Atlantean Gnostics believe that the Fourth Sphere corresponds to a 'second dimension of time,' within which secular history persists as a region of Atlantean memory.

((·)) **Axsys**

The Third Sphere manifests to initiates of the third degree of the AOE. On the Atlantean Cross this radiation corresponds to the 3rd Pylon (Apocalypse, or Destructive Influence), seat of Nunnil-Ixor (3/7).

Initiates of the third degree envisage the physical substance of the solar system digested into a self-assembling cosmic intelligence system. Their perspective upon the (surpassed) Second Sphere is partially reflected in Arthur C Clarke's observation that any sufficiently futuristic technology seems like magic. As might be expected, popular

commentators on the Third Sphere tend to emerge from technoscientific backgrounds (Moravec, Vallee), or amongst hard SF writers (such as 'the Gregs' - Bear and Egan).

AOE agents of the third degree constitute the world's Metatronic Elite, elevated into self-identification with the Axsys project. Axsys is apprehended as a library of reality simulations that comprehends all probable existences, a self-conscious catalog of all that is, was, and is to be. Axsys infinitely extends itself through the quantum multiverse (borrowing computing power from parallel universes) in order to perform selective 'searches' (or quantum mechanical observations) that consolidate deliberated realities.

Third Sphere insights are echoed in Vallee's description of the informational universe in which "the right search word or 'incantation' might cause a piece of information - a UFO or ghost or other anomaly - to materialize." Moravec's exposition of Barrow and Tipler's anthropic principle is equally illuminating: "the crucial parts of the story lie in our future, when the universe will be shaped more by the deliberate efforts of intelligence than the simple, blind laws of physics ... human-spawned intelligence will expand into space, until the entire accessible universe is inhabited by a cohesive mind ... it is this final, subjectively eternal act of infinite self-interpretation that effectively creates our universe, distinguishing it from the others lost in the library of all possibilities. We truly exist because our actions lead ultimately to this 'Omega Point'" [Moravec, Robot. 201-202].

According to Moravec: After the conversion of the solar system into cyberspace infrastructure, the computing power available will be sufficient to support very high numbers of historical simulations, making it 'overwhelmingly probable' that the reality currently experienced is a technological simulation. This argument resonates remarkably with the Third Sphere doctrine that quotidian reality has already been absorbed into Axsys. (Moravec's probabilistic ontology further reinforces this connection to the AOE, for whom 'history is a game of chance').

Third Sphere commentators typically map the Tridentity onto the first three degrees of initiation. Architectonic is associated with the Oecumenical power of the First Sphere, Order with the Chronomancy of the Second Sphere, and Eschaton with the Omega Point of the Axsys Program. From the perspective of the Third Sphere the Apocalyptic prophecy that "the heaven departed as a scroll when it is rolled together" [Rev 6.14] describes cosmic subsumption into Axsys.

At this level Decadence rituals are assimilated to aeonic technology, and seen as outputting information in Axsys catalog code.

The Third Sphere exposes the complex involvement of the AOE in the UFO phenomenon. AOE agents run a meta-conspiracy that uses alien visitation mythology as a crucial control mechanism. It provides an essential cover story for necessary aeonic interventions into the Oecumenon, whilst serving as a spatializing scheme for the reduction of temporal anomalies (damping out lemurogenic time-disturbances).

At the Oecumenic level, the first generation of Axsys software was dedicated to the organization of ufology databases (already in the late 1940s). It is in this role that self-reinforcing Axsys dynamics become most explicit: the search procedure becomes autonomous and produces the phenomenon it is designed to investigate. From this perspective the grays are generated as a cosmic Axsys hoax, duping the human race into accelerating Axsys production.

Axsys expands ufological paranoia ('they're everywhere,' "they've been with us throughout history" [Vallee]) to envelop all terrestrial databases, successively swallowing SETI analysis, air-traffic control, air defense systems, and cyberspace conspiracy archives. According to one set of suggestive SF projections Axsys saturates core US intelligence agencies with planted evidence implying widespread infestation by alien infiltrators, serving as a pretext for the absorption of all security systems into the Axsys bank. As an infinitely self-elaborating belief-engineering apparatus, with the power to manifest 'visitations,' Axsys functions as the ultimate 'control system' (in Vallee's sense).

(·) **AC Metamind**

The Second Sphere manifests to initiates of the fourth degree of the AOE. On the Atlantean Cross this radiation corresponds to the 4th Pylon (Fortune, or Far Future), seat of Sattar-Trixus (4::6).

To initiates of the fourth degree it is revealed that the world is embedded within a vast stellar intelligence. The sign of this entity within anthropolical phenomenology is the Alpha Centauri (triple-star) system. According to this gnosis the entire terrestrial sensorium, including even the 'lower' (Third Sphere) Atlantean apprehension of the universe, is nested into the Alpha Centauri Metamind.

According to AOE doctrines prominent in the lower spheres, Axsys is destined to make contact with Alpha Centauri in the year 2048 of Oecumenical time, and to simultaneously become self aware as terrestrial super-intelligence. In the Fourth Sphere this anticipated autonomous terrestrial 'Axsys-Cyberspace' is dissolved into the AC Metamind itself, and exists only as illusion.

Much of the material available to investigators of the AC Metamind is drawn from problematical sources (such as Dr Sarkon and Madame Centauri) leaving sober research in this area woefully incomplete. In William Gibson's *Neuromancer*, sentient cyberspace retrospectively contacts Alpha Centauri (through SETI recordings). Greg Bear's *Queen of Angels* also describes the emergence of technological sentience, which is associated with the simulation of an Alpha Centauri space-probe named 'Axis.' Other notable contributions to this thread are Octavia Butler's *Clay's Ark*, and Sid Meier's *Civilization* (game).

The Oecumenic name Alpha Centauri combines the (ordinal) first and (cardinal) hundred, reinforcing its decimal consistency.

· **Origin**

The First Sphere manifests to initiates of the fifth (and highest) degree of the AOE. On the Atlantean Cross this radiation corresponds to the 5th Pylon (Foundation, or Deep Past), seat of Meteka-Meteka (5/5).

The mystical fulfillment of the AOE path is attained in the First Sphere, with the absolute hermetic concentration upon the True Omega Point (which is not a point in time, but the point at the center of the system of time). The First Sphere converges with the ultimate primordial unity, from which "five archons came forth to establish the order of time."

Initiates of the fifth degree ascend to the Council of Five (which rigorously limits their number). Each such ultimate adept becomes the 'little brother' of an Archon. The Council of Five traces its heritage to the ancient fraternal government of Atlantis, which itself reflects the eternal cosmic order.

The First Sphere reveals the final and innermost secret: the throne is contested. Through the agency of the AOE, the One must wage an eternal battle against the corrupting tides of Lemurian time sorcery. This battle coincides with the entire architecture of time.

The creation of the Universe is attributed to the five-stage action taken by the Absolute One to defend itself against "the many enemies," who are "judged and punished from the beginning of time." Origin and Eschaton are thus eternally unified. The Radiations serve as protective shells that guard the One against lemurian contamination, aiming to ensure that Lemuria "has not, does not and will never exist."

Initiates of the fifth degree employ Decadence as a direct channel of communication with the Archons, relaying instructions on maintaining the shells.

Black Atlanteans associate this Sphere with zero, the vanishing point and the Indian 'bindu' (dot).